

HUNT ON THE BORDERLANDS



Paul Partington

Hunt on the Borderlands

A Solo Adventure for the Dragon Warriors RPG

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Introduction

Welcome to the Lands of Legend! Here you have an adventure designed for solo play. In order to play through this adventure, you will need a set of polyhedral dice (or a dice rolling simulator), a pencil and eraser. You will also need a copy of the Dragon Warriors rulebook (abbreviated to DW hereafter) and a Character Sheet to record your attributes and equipment.

You can find copies of the Character Sheet here:

<https://cobwebbedforest.co.uk/Downloads.php>, along with other useful downloads such as rules and Profession references.

The rules are the same as for a normal game of Dragon Warriors, except that you will have to roll dice for attacks by your opponents instead of your GM rolling.

Your character

This adventure is designed for a fifth Rank character, although obviously a higher or lower Rank character can take part (although they may find it a bit easy or hard respectively). Any Profession may take part in this adventure.

You are welcome to use your own character for this adventure, a character carried over from previous Red Ruin gamebooks, or you can use a new character; statistics for average characters can be found in DW, pages 117–120. A character generator can be found at:

<https://cobwebbedforest.co.uk/Apps/CharGen.php>

If your Health Points or any of your characteristics ever fall to zero, your character has been killed. Brave adventurers who wish to pursue their quest must roll up another character and start again.

Rules

Rules references can be found here:

<https://cobwebbedforest.co.uk/Downloads.php>

You will need to be familiar with the rules for combat (DW pages 66–72) and the use of magic (DW pages 73–78). The rules for surprise and moving into combat are already taken into account in the text, so you don't need to worry about this. It will also be helpful to familiarise yourself with the rules for taking characteristic tests (DW page 64, 'special cases'). Other rules will be referenced as needed.

When you defeat an opponent, you can award yourself experience points equivalent to the Rank of your opponent. You might occasionally be awarded bonus 'story' experience points throughout the adventure as well.

There are two ways that the game keeps a check on your progress. You will acquire *codewords* throughout the adventure (indicated by *italics*). When you get a codeword, make a note of it or put a tick next to it on the codeword list. You will also be instructed to tick a box at particular references, so either tick the box at that reference or use the tick list. Both lists are at the end of the book and also available as a separate download.

When you are ready, start by reading the Background section.

Background

'A strand of hair from the body of Saint Hilda,' begins your friend Stroud, 'has been stolen from the church in Torvik where it was kept.'

You are both sitting in the Black Rose Inn, in the town of Overdale. It is evening, and the inn has a few other customers, drinking and eating in the smoky room. Stroud is the abbot of the local monastery, and he has sought you out to persuade you to take up this quest.

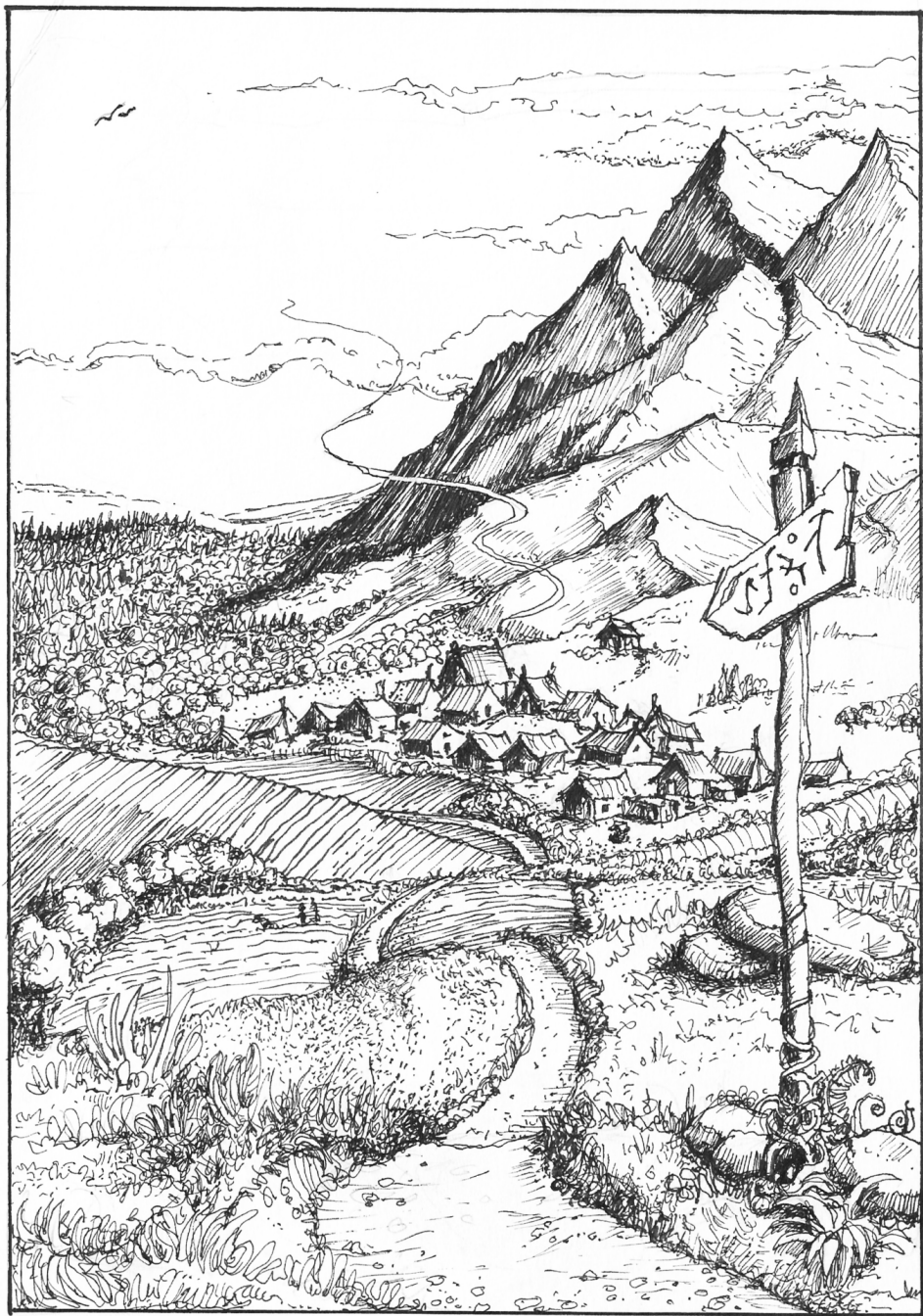
'It is only a minor relic,' continues Stroud, 'but nevertheless, the priest would obviously like it back. Now before you ask about rewards and so on, I'll have to tell you that Torvik is not a prosperous place. 100 florins is all that can be offered.'

You sit back and wait for Stroud to continue. There must be more than recovering a stolen strand of hair to pique your interest.

Stroud grunts and brings out a rough map. 'Here is Torvik,' he says and points to a village on the Thuland border. 'See this mountain pass, heading north? It is closed now, but a castle once guarded the pass. Who knows what creatures and treasure can be found there now?'

That's more like it. A spot of treasure hunting as well as retrieving a relic might just be worth your time. You agree to the quest and ask Stroud for more details.

[Turn to 1.](#)



1.

'Torvik is nominally in Thuland, but is so cut off from the rest of that land that it is under the control of a baron of Albion. They are mainly sheep and crop farmers up there. A road leads from here, between Fenring Forest and the Pagan Mountains. Probably a day of walking? I'd set off in the morning if I were you. The priest there hasn't given me any more details, so have a word with him when you get there. Oh, and here's some money for expenses.' Stroud hands you a purse containing ten florins.

Stroud tells you it is time for him to be getting back, and you decide to get some rest before your adventure. You return to your room and after a peaceful night's sleep, set off for Torvik.

The journey there is pleasant enough. The road isn't too badly kept, and you reach Torvik in the evening. You survey the village as you approach. It is set at the base of the Pagan Mountains to the north, with Fenring Forest to the south beyond farmland. Most of the buildings in the village are made of wood, with what is probably a manor house constructed of stone at the west end of the village.

As you get closer to Torvik, you see activity to the south. It appears that a farmer is fending off a pair of wolves, trying to keep them from attacking his sheep. After a few moments, the wolves have apparently been dealt with, as the farmer walks back towards his house. You enter Torvik and head to the village square.

[Turn to 203.](#)

2.

Edward is pleased to see you again, and shows you the hair of the saint on his altar. He then launches into a story about how one of the farmers came and prayed before the blessed hair. When the farmer got back home, he found that his crops, which he thought had gone bad, were in fact in perfect condition! 'I'm not saying it was a miracle,' says Edward, 'but if people have faith, it can only help the church.'

Once again you bid farewell. [Turn to 203](#).

3.

The magnificent Fenring Forest, hundreds of years old, looms around you. No doubt some of the forest is safe enough, but equally there might be danger here. You can hear birdsong from the trees and the rustle of leaves caught in a gentle breeze.

If you have the keyword *Hunter* and want to pursue this quest now, [turn to 123](#).

If you have the keyword *Haemorrhage* and want to pursue this quest now, [turn to 219](#).

Otherwise, you can choose a path and plunge into the forest; [turn to 200](#).

4.

You arrive at the rank smelling cave that was home to two vampire bats, now deceased. Their broken bodies lie among a pile of guano.

If you want to head north, to the entrance, [turn to 298](#).

If you want to head east, further into the mountain, [turn to 11](#).

5.

The boar lowers its head to charge you. Resolve this fight:

White Boar (5th Rank) Attack 19, Gore ($d8+1$, 6) AF 2 Defence 5
Movement 10m (20m) Magical Defence 0 Evasion 4 Health Points 28
Stealth 11 Reflexes 10 Perception 8 (normal)

As soon as you inflict 15 Health Points of damage on the boar with a weapon made of iron (staves, cudgels, slings and weapons made specifically of silver are not made of iron), [turn to 104](#).

If you kill the boar, [turn to 167](#).

6.

'Give me your hands,' says Robin, 'if we be friends.'

You hold out your hands and Robin produces a small ceramic bottle from behind his back. With a bow, he hands this to you. As you take the bottle, he once again disappears in a puff of smoke. This time he seems to have vanished for good. Bemused by your encounter, you wander back down the path, examining the bottle you have been given. Appropriately, it is a **Love Philtre** (DW page 141).

Now [turn to 200](#).



7.

You and Will exit through the engraved wooden door into the antechamber under the castle.

'This is where I leave you now,' says Will, 'but it has been a pleasure exploring with you. Maybe we'll meet again in the future eh? Farewell for now, my friend.'

Will shakes your hand and bounds up the stairs to the castle keep. Remove the keyword *Hallway* and consider where to explore next.

If you have the keyword *Handle* and want to try this to open the other door in this chamber, [turn to 60](#).

If you would rather head back up the stairs to the hallway, [turn to 228](#).

8.

Here is the short corridor which consists mainly of the dead bulk of the elk you killed earlier.

If you want to go through the door to the west, [turn to 65](#).

If you want to head back up the stairs to the hallway, [turn to 51](#).

9.

The witch collapses in the doorway of the hut. Alas, she carries no treasure; there might be some inside the hut, but as you peer inside you almost gag from the stench of rotting eggs from within.

If you want to explore the hut, [turn to 35](#).

If you want to leave and go back the way you came, [turn to 200](#).

10.

The cellar is a low narrow corridor, two metres long and dug out of the surrounding dark earth. There is a damp, mouldy smell down here, and pools of water on the floor. On either side of the corridor are wooden doors.

If you want to open the door to the right, [turn to 78](#).

If you want to open the door to the left, [turn to 206](#) if you have the keyword *Haemorrhage*, or [turn to 43](#) if you do not.

If you want to leave the cellar, you can climb back up the steps and through the trapdoor; [turn to 35](#).

11.



If there is a tick in the box above, [turn to 194](#).

Otherwise, read on.

The tunnel opens out into another cave, this one feeling dank and cold. A bizarre creature nests in the middle of the cave. In some ways, it resembles a giant cockerel with metallic feathers, but it has four reptilian legs and a scaly tail. This is a cockatrice, famed for its ability to turn people to stone if you look into its eyes. Those terrible eyes are starting to open; you will have to act quickly!

If you have a **mirror**, you could use this to look at the cockatrice safely. However, you will suffer a penalty of -2 to ATTACK and -4 to DEFENCE if you do so.

If you don't want to do this, or don't have a mirror, you will have to trust to luck, or avert your gaze. There is a 40% chance each Combat Round of meeting the creature's gaze; if this happens, you are subject to a Gaze Attack (see DW page 123) with a MAGICAL ATTACK of 20; if this



succeeds, you are turned to stone and your adventure ends here. You can reduce the chance of meeting its gaze if you look away; for every 1 ATTACK and 2 DEFENCE penalty you apply to yourself, reduce the chance by 10%.

Whatever you decide, you must now fight the beast!

***Cockatrice (6th Rank) Attack 16, Claws (d8, 3) AF 2 Defence 5
Movement 8m (16m) Magical Defence 10 Evasion 3 Health Points 16
Stealth 9 Reflexes 12 Perception 9 (darksight)***

To make matters worse, the claws of the cockatrice are poisonous! If you are wounded, roll 2d6. If you roll higher than your Strength score, you lose an additional 1d6 Health Points. If you roll equal to or less than your score, you are unaffected.

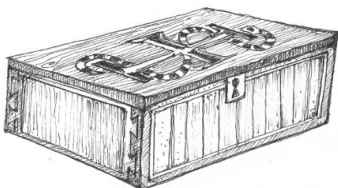
If you win, put a tick in the box above and [turn to 94](#).

12.

The circular north tower is a complete ruin. Although it reaches up about four metres, rubble fills what is left of the outer shell and the tower is open at the top. It could be dangerous to explore further, as the rubble could easily slip, or you could trap your feet between the broken stone.

Nevertheless, if you want to make a prolonged search of this area, [turn to 292](#).

Otherwise, [turn to 154](#).



13.

'Well, this is the living quarters and private apartments of the scholars and trackers who, like me, have a great interest in wild animals. We used to go all over the world to study them, you know! Sometimes we even brought them back here for a while, so we could examine them at our leisure. Oh, I don't mean dissect them, oh no, we just used to take measurements and watch their behaviour.

'Have you visited the west wing? That's where we kept the animals. Of course, we are barred from that area now, which is a bit of a shame.'

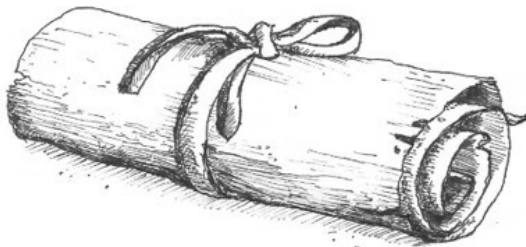
If you have asked the ghost two questions, [turn to 86](#).

If not, you can ask him another question.

'Who are you and why are you a ghost?'; [turn to 277](#).

'Who are Acerac and Jonthane?'; [turn to 144](#).

'Is there any treasure here?'; [turn to 266](#).



14.

The path is clear and straight, with yellow and red flowers joining the blue ones you saw earlier. Cheerful birds twitter from the trees.

Eventually the path ends at a clearing. A wooden hut, one storey high, sits in the middle of the clearing, and surrounding the hut is a large well tended vegetable garden. A small man with long greasy hair and dressed in dirty clothes is currently tending the garden, hard at work turning over the soil with a hoe. As you enter the clearing, he stands up straight and waves at you, and you notice he has a shortsword belted at his waist.

'Welcome, stranger,' he says, and points to a patch of ground. 'Come and look at these carrots! Lovely they are.'

If you have the keyword *Hanging*, [turn to 79](#).

If you want to go and look at the carrots, [turn to 105](#).

If you want to wait where you are, [turn to 198](#).



15.

From out of the sky comes a terrible screeching. Looking up, you see the outline of a huge bird diving down towards you. You have time to prepare yourself for battle as the shape resolves itself more clearly; it has a sharp beak, long talons and maroon plumage the colour of blood. It screeches at you once more before attacking:

Death Hawk (3rd Rank) Attack 16, Talons (d6, 4) AF 0 Defence 12 Movement Flying 20m Magical Defence 3 Evasion 5 Health Points 10 Stealth 9 Reflexes 12 Perception 7 (normal)

If you win, you see the hawk's feathers changing colour, from maroon to orange, then yellow and green. Fascinated, you pluck one from its body. Note the **hawk's feather** on your Character Sheet; it does not count as an item for Encumbrance.

[Turn to 154.](#)

16.

You rush to aid your companions. The monster before you is a formidable opponent:

Ice Troll (5th Rank) Attack 18, Spiked Club (d6+1, 5) AF 2 Defence 10 Movement 10m (20m) Magical Defence 11 Evasion 4 Health Points 18 Stealth 14 Reflexes 10 Perception 6 (normal)

Ice Trolls take double damage from Elementalist Fire Spells (and Fire raw elemental power), *Dragonbreath* or other fire based attacks. However, against all other damage (even magical!) they regenerate one Health Point each Combat Round.

If you win, [turn 20.](#)

If you lose, [turn to 177.](#)

17.

'Not much call for that sort of thing here you know. I'm afraid I can't help you.' The corpse gestures with a bony hand for you to exit the room.

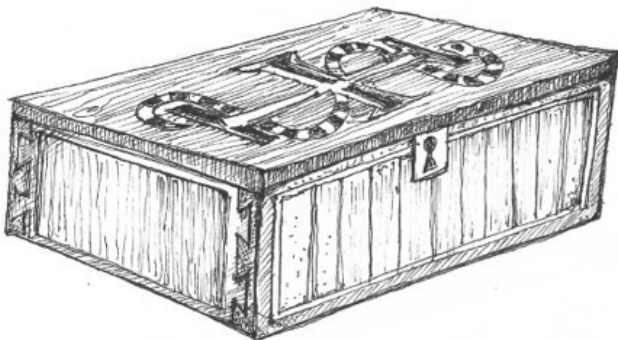
If you are willing to leave as instructed, [turn to 289](#).

If you want to stay, [turn to 255](#).

18.

Examining the box in the corner, you find a thick glove and some glass jars; one of the jars contains a viscous clear liquid.

You conclude that the hag kept the snake down here to milk it for its poison, which she stored in these jars. You can take the **poison** and apply it to your weapon if you want, which must be done at the start of combat and is one Combat Round action. If you do so, when you wound an opponent, roll 1d6. On a roll of 1 to 3, your opponent loses 1d6 Health Points; on a roll of 4 to 6, your opponent is automatically slain. The poison only works for the first wound you cause. Undead are not affected by poison. There is enough in the jar for six applications. Decide what you want to do with the poison and then return to the passage; [turn to 10](#).



19.

The inn, with its poorly painted depiction of a mountain on its sign, has straw floors and rough wooden tables. A skinny man stands behind the bar at the far end of the room. A few customers sit alone or in groups at the tables.

You can pay for lodgings here at the rate of four florins per night, which will get you a private room. Each night you stay, you recover two Health Points (and also replenish any Magic Points).

You can also buy stew and ale for two florins, which restores one Health Point.

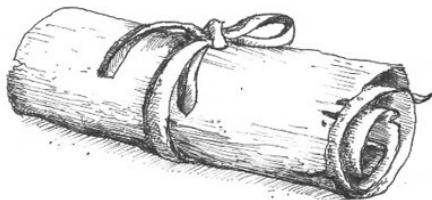
If you don't have any money, the innkeeper will let you stay in the common room in return for doing chores. You won't recover any Health Points if you do this, but your Magic Points will replenish as normal.

If you have paid a room and want to leave or retrieve any belongings, [turn to 149](#).

If you want to spend three florins on drinks to encourage gossip from the locals, [turn to 276](#).

If you want to see if any of the locals will accompany you on your adventures, [turn to 160](#).

If you have finished here, [turn to 203](#).



20.

The other troll has also been dealt with, its bright blood staining the white snow. The man and the woman are jubilant, cheering you for having killed one of the trolls single handedly. The snow swirls around you, gradually thickening until all you can see is white...

...and then you are stood in a magnificent hall, with moonlight streaming through silvered windows. The walls are shining white stone, and the roof is supported by cylindrical columns. The hall is full of people, standing in rows before a tall man dressed in a white fur cloak. Your two companions are next to you, and the man in the cloak beckons the three of you forward.

The man, someone of importance you assume, makes a speech thanking the three of you for ridding the land of the menace of the monsters you killed. He presents each of you with a reward; a bow that radiates light for the woman; a shining silver mail coat for the man; and for you, a marvellous sword with a moonstone set in its pommel. You thank the man for your prize, and then your vision starts to fade...

[Turn to 100.](#)

21.

As it collapses to the ground, the body of the woodland creature starts to decay, returning the nutrients to the earth.

A search of the shelter reveals basic items; wooden bowls, spoons and the occasional bronze knife. The **bronze spear** (2d4+1, 5) that the nightshade was carrying is a +1 magical spear, which appears to be the only treasure worth taking.

The clearing is a dead end, with no way through; thick shrubs prevent any further progress. You return along the path, keeping an eye out for pools of muddy water, and back out of the forest.

[Turn to 200.](#)

22.

You stand at the north end of a bridge made of rope and slats of wood which spans a wide chasm. To the north, another hallway heads for a few metres until it reaches a cross passage. To the south, the bridge leads to the first hallway you explored.

The chasm is as deep here as on the south side. Once again you see the stone gargoyle flapping about as it flies over the bridge. You will have to contend with this monster once more if you want to cross back over the bridge.

If you want to cross the bridge, [turn to 279](#).

If you want to climb down the chasm, [turn to 69](#).

If you want to head north, [turn to 239](#).

23.

After about sixty metres, the east end of the chasm ends at a great vertical rock wall. A few metres from the end, water erupts from high up on the north wall, cascading down and rushing away to an opening in the south wall. You could, in theory, dive into this river and head south.

If you want to dive in, [turn to 221](#).

If not, you return to the centre of the chasm: [turn to 85](#).



24.

You hand over the jar of **Cockatrice Blood** (remove it from your Character Sheet).

'About time too,' snarls the old woman. 'Well, why are you still stood there?' she asks when you don't leave. You point out that you have gone through great danger to bring her what she wanted.

'All right, all right,' she says, 'wait while I get you something in return.' She ducks back inside, and reappears after a few moments with a glass vial containing a swirling blue liquid. 'Now don't say I never give you anything!' She goes back inside and slams the door.

You have been given an **Evaporating Potion** (DW page 140). Delete the keyword *Haemorrhage* and gain the keyword *Haggle*.

You head back down the path and into the village once again. [Turn to 203](#).

25.

The body of the huge winter wolf lies amongst the wreckage of this room. Looking around the room, you once again note some shelves and boxes, which perhaps were used to store meeting notes or items for inspection. In the west wall, another door leads further into the complex.

If you want to make a thorough search of the room, [turn to 107](#).

If you want to go through the door to the west, [turn to 56](#).

If you want to head east and return to the hallway, [turn to 51](#).

26.

The red haired woman snatches the reins on the wolves and they head to the left of the trees, dragging the sledge after them. The air around you starts to shimmer, and then you enter a calm patch where no snow falls and no wind blows. This is not a natural phenomenon, however, and the air around you is even colder here than before.

Make a Psychic Talent check with a Difficulty Factor of 12

If you succeed, the unnatural cold has no effect on you.

If you fail, you start to shiver uncontrollably and the cold causes you to lose two Health Points.

If you are still alive, you hurtle out of the area and back into the snow. [Turn to 108.](#)

27.

Scrambling around the side of one of the larger rocks, you see the source of the smoke. A wooden shack sits on a ledge, fast against the side of the mountain; smoke billows from a chimney. The shack is remarkably well maintained, the wood used to make the walls well preserved. Painted shutters cover the window.

A grizzled old man is sitting on a chair outside the shack. He is wearing a large hat made of brown fur, and is wrapped in a battered leather coat. He eyes you suspiciously but is not making any aggressive moves.

If you want to talk to the old man, [turn to 184.](#)

If you want to leave him to it and climb back down the rocks, [turn to 211.](#)

28.

'Well done, we heard you found Emeric. I'm sure Lord Merek will have some reward for you,' says Will.

'Have you visited the church yet?' asks Erik. 'If you've done here, you might want to try your luck in the mountains. Bound to be treasure in that old castle.' The men then start arguing about what sort of treasure could be found, so you take your leave.

[Turn to 19.](#)

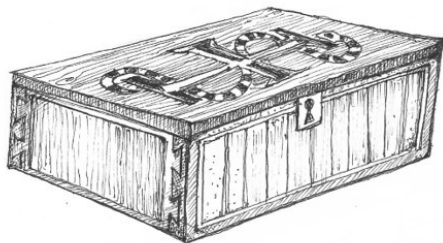
29.

You are on a path between Torvik to the south and the Pagan Mountains to the north. The path is little more than a dirt trail, and is not used a great deal now as it only heads into the now closed mountain pass. To the north you can see that the path meanders towards a valley in the magnificent cloud covered mountain range. To the east you can see a stone circle; chunks of rock twice your size, surmounted by more slabs of stone.

If you want to investigate the stone circle, [turn to 172.](#)

If you want to head towards Torvik, [turn to 203.](#)

If you want to head towards the mountains, [turn to 135.](#)



30.

Emeric races up to the manor house and bangs on the door. An elderly servant answers; upon seeing Emeric, a smile breaks out on his weathered face and he returns inside, with Emeric following.

A few moments later, another man appears. He is middle aged, well built, and carries an air of authority. With a beard and hair only going a little grey, you can see the resemblance to Emeric straight away.

'I am Lord Merek,' the man says in a booming voice, 'and you have done me a great service. Come into my house and we will celebrate.'

You step into the manor house and are shown into a large hall, where there is a table and chairs. You are invited to sit down while beef and wine are brought for you by the manservant. You can restore two Health Points for the food and drink.

Lord Merek is grateful for the return of his son, who has gone to clean himself up, and offers you a reward. You can choose two of the following:

An **emerald** worth 120 florins.

A **Ring of Protection**, which increases your DEFENCE and MAGICAL DEFENCE by 1 for one combat for each charge used; there are eight charges left.

A **Healing Potion** (see DW page 139).

When you have chosen, Emeric appears, looking much better with less mud and more clothes. After the three of you have chatted for a while, with you regaling the pair with tales of your adventures, you bid them farewell. [Turn to 203](#).

31.

The repellent creatures are dead, but such is the horrendous stench from their corpses that you are forced to retreat back into the previous hallway before you are overcome.

Gain the keyword *Harpy* and [turn to 228](#).

32.

'Any sign of the death hawk?' asks the old man. No preamble or greeting, straight to the point.

'Not yet,' you answer. The old man grunts and pulls his hat over his eyes, appearing to go to sleep.

There is not much else to do here, so you take your leave of the old hunter and make your way back down the rocks.

[Turn to 211](#).

33.

The bodies you searched are still here. There is no way through the end of the chasm at this point, so having already looted the bodies you return to the middle of the chasm.

[Turn to 85](#).

34.

Having already examined the shelves and boxes in this room, there is nothing else worth looking at, and the ghost doesn't make a reappearance.

You return to the hallway. [Turn to 289](#).

35.

You are in the dank malodorous hallway of the witch's hut. Rubbish lines both sides of the hallway, festooned with cobwebs. There are doors on either side of the hallway, and a trapdoor on the floor at the far end.

If you want to open the door to the left, [turn to 134](#).

If you want to open the door to the right, [turn to 118](#).

If you want to open the trapdoor, [turn to 49](#).

If you want to leave the hut, [turn to 286](#).

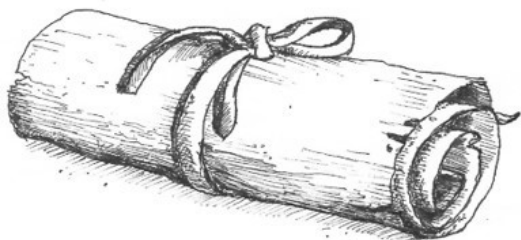
36.

'Still missing is poor Emeric,' says Will. 'He's quite a hardy soul, and not too dim either, but I don't know how long he will last in the forest on his own.'

'The offer still stands about trying to find him,' says Erik.

If you want to take the man up on his offer now, [turn to 238](#).

If not, [turn to 19](#).



37.

The pair of you return to the castle, heading through its dusty hallways until you arrive at the buttery. After heading down the stairs here, Will approaches the door on the west wall. He traces a pattern on the runes engraved on the door; as he does so, you see the etchings start to glow with a pale green light. When the pattern is completed, Will stands back.

'Any minute now,' he says. Just then, you hear a click as the door is unlocked. Will tries the handle and the door opens easily into the hallway beyond.

While Will is with you, he will aid you in combat. In the first Combat Round, he will shoot an arrow at your opponent needing 14 or less on 1d20 to hit for (d6, 4) damage. He will then join the melee with an ATTACK score of 17, wielding his sword (d8, 4). He has a Reflexes score of 14. During combat, opponents will split their DEFENCE as equally as possible between you and Will, but will only attack you.

[Turn to 231.](#)

38.

The room here is still as well appointed as when you left. There is no sign of the lych; he seems to have gone for good.

With nothing else to do, you return to the hallway. [Turn to 289.](#)



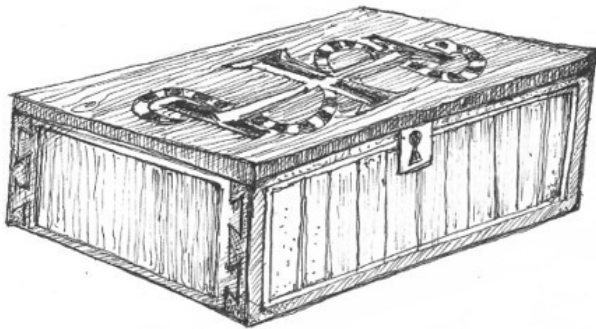
39.

'The lower levels are behind a door, held fast by ancient sorcery,' says Lord Merek. 'Maybe it keeps the undead in, but I'd sooner they weren't there at all. Anyway, one of my men has found the secret for opening the door, which is to inscribe a pattern on the engravings on the door. I've got it written on this parchment here.'

Lord Merek shows you a design. It is not complicated and you soon have it memorised. Gain the keyword *Handle*.

'Needless to say,' says the baron, 'if there is any treasure down there, you would be welcome to keep it. Hopefully that should be reward enough, I'm afraid we are getting a little low on funds.'

You tell Lord Merek that you will report back when you have news for him. The manservant shows you to the door and you head off back to the village. [Turn to 203](#).



40.



If the box above is ticked, [turn to 8](#).

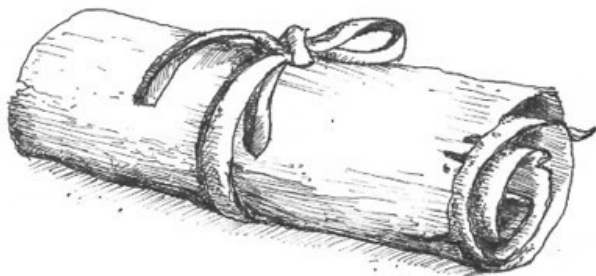
If not, read on.

You open the door and it reveals a short corridor with another door at the opposite end. However, blocking the way ahead is a large animal. With its antlers, it is easily taller than you are. It seems to be in some distress and utters a piercing shriek when you open the door.

It then lowers its head and charges straight at you! The charging elk has a SPEED of 14. If it hits you, you suffer 1d4+5 Health Points of damage (reduced by your Armour Factor) as you are thrown back, and you are unable to attack for 1d3 Combat Rounds

***Elk (5th Rank)** Attack 16, Horns (d8, 4) AF 1 Defence 4
Movement 10m (25m) Magical Defence 3 Evasion 3 Health Points
22 Stealth 9 Reflexes 9 Perception 5 (normal)*

If you win, put a tick in the box above and [turn to 180](#).



41.

Lord Merek's manservant once more answers the door to the manor house.

If you have the keyword *Hollow and* your undead tally is at least three, [turn to 176](#).

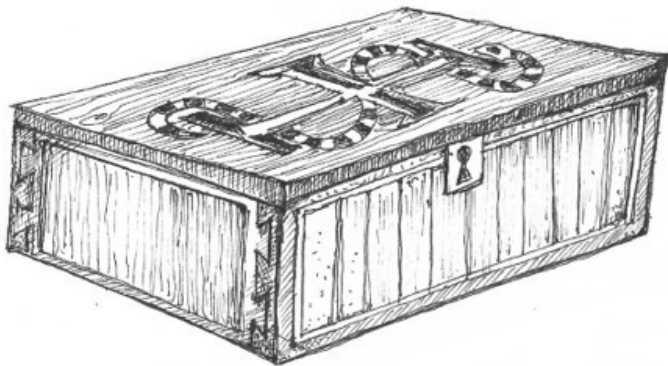
If not, but you have the keyword *Hideout*, [turn to 66](#).

Otherwise, read on.

The manservant leads you into the hall. Lord Merek is busy at the table, looking over parchments. He scratches his head occasionally, muttering under his breath. When he sees you, he looks up.

'You are always welcome here,' says Lord Merek, 'but as you can see I am labouring at the affairs of running this fief. If you have any more news of interest to me, please feel free to drop by later. But for now, I am afraid I must be an ungracious host and concentrate on my work.'

He returns to his parchments, and the manservant leads you back to the door. There is nothing more to be gained here, so you return to the village. [Turn to 203](#).



42.

'We don't normally encourage visitors you know,' says the lych. 'But seeing as we've not had anyone down here for a while, I'll make an exception. I'm far too busy cataloguing here to show you around. Just a minute.'

The corpse gets up from the chair and heads to the door. Poking his head into the hallway, he calls out 'Jonthane! Where are you? Show this whippersnapper around will you?'

Having got no response, the lych returns to his chair. 'No idea where he is. You'll just have to leave, I'm afraid.' The corpse gestures with a bony hand for you to exit the room.

If you are willing to leave as instructed, [turn to 289](#).

If you want to stay, [turn to 255](#).

43.

☐

If the box above is ticked, [turn to 258](#).

Beyond the door is a small bare room. A thick chain is secured to the floor in the middle of the room; the chain is wrapped around the body of a huge snake. The snake has yellow scales, with a zig zag of brown scales along its back. As you enter the room, it hisses at you in warning and you see its fangs dripping a clear, sticky liquid. Fortunately, the snake can't reach you due to the short length of its chain. In the corner of the room, behind the snake, is a wooden box.

If you want to attack the snake (remember you can't do this in *mist form*), put a tick in the box above and [turn to 296](#).

If you are in *mist form* and want to examine the wooden box, [turn to 47](#).

If not, you close the door and return to the passage; [turn to 10](#).

44.

The centipede collapses, defeated. After the fight you have a poke around in its nest and find a small **garnet** worth 30 florins. Maybe the previous resident of the nest picked it up somewhere.

Leaving the gatehouse, you return to the courtyard. [Turn to 154.](#)

45.

The church is a simple wooden building. Clean straw covers the floor and rows of pews are neatly arranged. At the far end of the church, near the altar, a middle aged man with black hair and a thick beard is sitting on one of the pews, reading. When you enter he waves at you in a friendly manner. You assume this is the priest.

If you want to sit and pray for a moment, [turn to 87.](#)

If you want to talk to the priest, [turn to 263.](#)

If you have finished here, [turn to 203.](#)

46.

Resolve your fight against the giant arthropod:

Huge Centipede (3rd Rank) Attack 16, Bite (d6, 4) AF 2 Defence 8
Movement 10m (20m) Magical Defence 4 Evasion 5 Health Points 14
Stealth 12 Reflexes 12 Perception 7 (normal)

The bite of the centipede is poisonous! If you are wounded, roll 2d6; if you roll greater than your Strength score, you lose an additional 2d6 Health Points.

If you win, [turn to 44.](#)

47.

You undulate across the floor and reach the box in the corner. The snake tries to strike at you as you glide past, but its fangs pass through your insubstantial body.

Examining the contents of the box, you find a thick glove and some glass jars; one of the jars contains a viscous clear liquid.

You conclude that the hag kept the snake down here to milk it for its poison, which she stored in these jars. However, in your present state, there is nothing you can do, so you return to the cellar passage.

[Turn to 10.](#)

48.

The witch jumps up and down in a fit of apoplexy. "Why are you wasting my time then?" she froths. You had better act quickly before she decides to turn you into a frog.

If you want to apologise and beat a hasty retreat, [turn to 281](#).

If you want to attack the crone, [turn to 83](#).



49.

☐

If the box above is ticked, [turn to 302](#).

If not, put a tick there now and read on.

The trapdoor opens easily to a wooden staircase heading into the cellar of the hut. There is enough light from the hallway for you to be able to see by, so you descend into the cellar.

The wooden staircase is rickety and you tread carefully down the steps. Alas, one of the steps has been cunningly trapped; as soon as you put your weight on it, it snaps in half and your leg goes through.

Make a Reflexes check with a Difficulty Factor of 10

If you fail, you put your foot straight onto a blade hidden under the broken step for (2d4, 4) Health Points of damage. If you succeed, you pull your leg back just in time.

If you are still alive, you survey your surroundings. [Turn to 10](#).

50.

You tell the old man that you don't have anything like that on you.

'If you do find a death hawk, bring me one of the feathers. I'm sure I can find a suitable item in exchange,' he says.

There is nothing more to be gained here, so you take your leave of the old hunter and make your way back down the rocks.

[Turn to 211](#).

51.

You are standing in the long, wide hallway of the creature collectors dungeon, which runs east to west. Scouting the area, you find that there are two doors on both the north and south walls, and a door at the west and east ends. The door to the east takes you back to the castle.

Choose where to investigate next:

The eastern door on the north wall; [turn to 189](#).

The western door on the north wall; [turn to 114](#).

The eastern door on the south wall; [turn to 64](#).

The western door on the south wall; [turn to 151](#).

The door at the western end of the hallway; [turn to 234](#).

If you have finished here, you can exit by the door at the east end of the hallway. [Turn to 152](#).

52.

You are in the hallway of the castle keep, which contains nothing more interesting than a few torn tapestries and a faded pattern on the stone floor. There is a wooden door in the west wall, and empty doorways in the north and south walls. To the east, the old double doors lead back to the courtyard.

If you want to go through the door to the west, [turn to 220](#).

If you want to head north, [turn to 150](#).

If you want to head south, [turn to 261](#).

If you want to head back into the courtyard, [turn to 154](#).

53.

You are hurled off the bridge by the force of the gargoyle's flying attack and fall to the bottom of the chasm, which you hit with a sickening thump.

Deduct 1d20 Health Points (less two if you are wearing armour).

If you are still alive, you pick yourself up gingerly, nursing your bruised body.

[Turn to 85.](#)

54.

The rat leaps at you but passes straight through your insubstantial form.

You watch as it becomes increasingly angry with being unable to harm you, until eventually you get bored of its antics and return to the hallway.

[Turn to 35.](#)

55.

Shifting the rocks is hard work, and you are sweating by the time you have moved them. Your efforts are not rewarded by a secret passageway, but buried under the rocks is the remains of a dead human. Most of his flesh has decayed, and what is left is withered and cold. Maybe this was an adventurer who investigated the dead end previously and was buried when the rocks fell on top of him.

Most of the adventurer's equipment is too damaged or corroded to be of any use, but you do find three gold crowns which you can take with you. With nothing else to do here, you return to the junction.

[Turn to 179.](#)

56.



If the box above is ticked, [turn to 262](#).

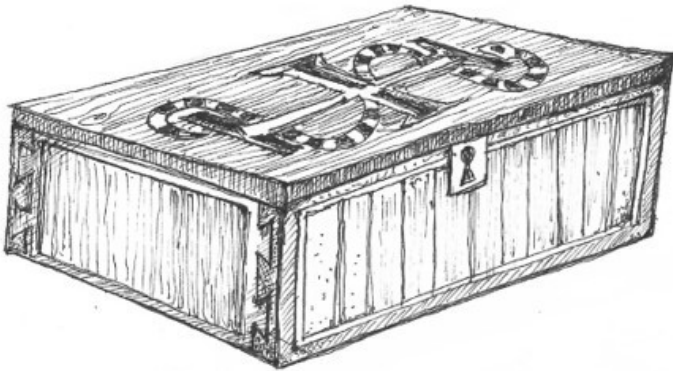
If not, read on.

The door opens into another chamber, this one containing a smaller rectangular desk and a chair. There are more dust covered boxes stacked in here, and you can just about make out some form of labelling on these boxes, although you can't make out what they say.

'I think this must have been the head wizard's study,' says Will. 'Maybe there's some nice treasure in these boxes.'

If you want to spend some time going through the boxes, put a tick in the box above and [turn to 204](#).

Otherwise, you return to the previous room; [turn to 25](#).



57.

☐

If the box above is ticked, [turn to 142](#).

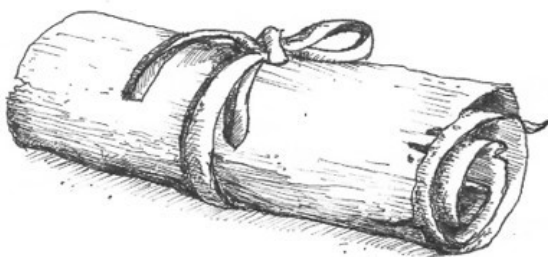
If not, read on.

The door creaks open to reveal a large chamber, with shelves on each of the walls. Dusty parchments and books sit on the shelves. Around the room are the remains of padded chairs, and in the middle of the room is a table, around which are more chairs. You assume that this is some sort of library and just as you are about to investigate further, a phantom starts to materialise on one of the chairs at the table! The ghost is a horrific sight, with decaying spectral flesh and a grinning skull from which sprout wispy strands of hair.

You are subject to a Fright Attack of 1d12 intensity.

If the Fright Attack succeeds, you run screaming from the room; [turn to 289](#).

If the Fright Attack fails, you can either leave the room anyway ([turn to 289](#)) or you can stay and see what happens (put a tick in the box above and [turn to 130](#)).





58.

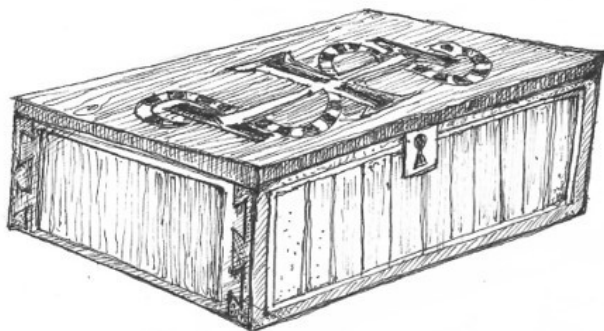
Harold looks intently at the armour. 'Lovely thing you've got there,' he says. 'Very light weight. It will be difficult to repair without damaging the rings of mail.'

'Does that mean you can't do it?' you ask.

'Oh, I can do it,' says the blacksmith, 'but it will cost 100 florins.'

If you have 100F (Harold will also accept gems, but won't give you change if the value of the gems is greater than 100F) and wish to have Harold repair the armour, [turn to 89](#).

If not, [turn to 300](#) but make a note of reference 89 should you decide you do want Harold to repair the armour at a later time.



If you have the keyword *Habitat*, [turn to 99](#).

If not, read on.

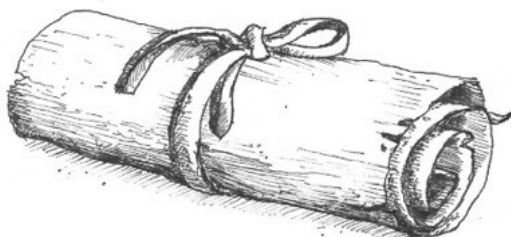
The cave has a low entrance and you have to duck down to enter. Inside, though, the ceiling is higher up, allowing you to stand upright. It looks remarkably free of detritus and would make a suitable place to set up camp for the night.

If you can make a fire (either through the use of magic, or by using a flint and tinder), or you have a **sheepskin cloak**, you can keep warm through the night and restore one Health Point. If you have any **rations**, you can eat them here and restore one Health Point. Each night you spend here also replenishes your Magic Points to their maximum value.

At the back of the cave, you discover a secret door. It is currently held open on rusted hinges (so it is not very secret at the moment!), but you can tell that if it was shut, it would blend in well with the wall of the cave. Behind the door is a small room, just big enough for you to lie down in.

If you have a **flask of oil**, you can use this to oil the hinges; [turn to 120](#).

Otherwise, when you are done here, you return to the mountain pass; [turn to 135](#)



60.

Remembering the design shown to you by Lord Merek, you trace your finger along the engravings on the wooden door in front of you to the north. As you do so, the etched wood starts to glow with a dim yellow light. When you have finished, you hear a click and the door opens slowly.

Passing through the doorway, you find yourself at the top of a flight of stone steps. Descending these, you reach a wide hallway heading north. The arched hallway has sconces along the stone walls, in which torches were probably held in times gone by. Now all is in darkness.

[Turn to 119.](#)

61.

You imagine you hear a faint scream when you pull the moss from the trees, but one thing is certain; the moss goes black once removed, and seems to die almost immediately.

As you shred the moss, you see that the covered shape you saw earlier is a human skeleton. Maybe this was a previous victim. All the skeleton's clothes have long since rotted away, but in its chest cavity you find a small piece of **yellow quartz**, worth 30 florins.

There is nothing else in the clearing, so you leave and head back out of the forest; [turn to 200.](#)



62.

You study the mechanism. It seems that cutting the rope would cause the log to fall to the floor. The lid of the chest is not held shut by the rope and you should be able to open it; but would this action set off some sort of trap?

If you want to cut the rope, [turn to 190](#).

If you want to lift the lid of the chest, [turn to 156](#).

63.

The path twists and turns between the trees and you notice that it is getting distinctly damp underfoot; so much so that you are having to put a lot of effort dragging your feet out of the sucking mud. Your next step plunges you knee deep into a filthy pool of water and you flail about, trying to keep your balance.

Make a Reflexes and a Strength check, both with a Difficulty Factor of 12

If you succeed in either, you manage to regain your balance and pull yourself out of the water. If you fail both, deduct two Health Points as you fall into the water and have to drag yourself out, now wet through.

Further along the path, you come to another clearing. Here, tree branches have been lashed together to provide shelter for the creature that lives here - another nightshade, this one more heavily built and even more aggressive than the previous two. As soon as you enter the clearing, it charges towards you:

Nightshade (3rd Rank) Attack 16, Spear (2d4+1, 5) AF 2 Defence 8
Movement 10m (20m) Magical Defence 5 Evasion 5 Health Points 13
Stealth 17 Reflexes 11 Perception 8 (elfsight)

In the first Combat Round, the nightshade will cast Tangleroots (DW page 81), with a SPEED of 14 vs your EVASION. If you fail to leap clear, you

are caught and must spend 2d4 Combat Rounds freeing yourself, during which time you cannot attack. If you have a Strength of 16 or greater, breaking free takes 1d3 Combat Rounds.

Once again, the spear of the nightshade is coated in poison. If you are hit, roll 2d6; if you roll less than or equal to your Strength score, you are unaffected, but if you roll greater, you must deduct one from your Reflexes score. You will regain any lost Reflexes when you return to the village.

If you win, [turn to 21](#).

64.

☐

If the box above is ticked, [turn to 243](#).

If not, read on.

The door opens to reveal a flight of stone steps which lead down to the sandy floor of this large double height chamber. Next to the door through which you entered is the remains of a balcony, although much of the balcony has collapsed.

Along the south wall of the chamber there are several stone plinths, each about a metre square, although all of them are empty. On the west wall of the room is another closed door. A large white tiger is pacing in front of the door, occasionally snarling and batting at the door with its paws. The tiger hasn't noticed you yet, so you have an opportunity to retreat if you want to.

If you want to head back up the stairs to the hallway, [turn to 51](#).

If you want to approach the tiger, put a tick in the box above and [turn to 67](#).

65.



If the box above is ticked, [turn to 166](#).

If not, read on.

The door opens to reveal what might well have been an office for the wizards or hunters who ran the underground complex. A large table sits in the middle of the room, although it is full of holes. An old padded chair sits behind the desk. Sagging and warped shelves are on two of the walls, and on the shelves are several boxes.

There is no obvious treasure here, but if you want to make a prolonged search, put a tick in the box above and [turn to 257](#).

If you would rather than head back through the trophy room and head back up the stairs to the hallway, [turn to 51](#).





If the box above is ticked, [turn to 143](#).

If not, put a tick there now and read on.

The manservant leads you into the hall. Lord Merek is busy at the table, looking over parchments. He scratches his head occasionally, muttering under his breath. When he sees you, he looks up.

You show him the ring found on the murderer and tell him about your encounter in the forest. You describe the man who had the ring in detail, and Lord Merek looks satisfied.

'You would appear to have taken care of the criminal who thought he could escape us. A shame he couldn't be taken alive, but I suppose it would have just cost money for a trial and then he would have been executed anyway, eh? I suppose you'll be wanting a reward.'

Lord Merek goes off and returns shortly with a pouch. 'There you go, but don't be doing this sort of thing regularly. Best leave the law to me.'

You take the pouch and find it contains five gold crowns. Lord Merek continues, 'Anyway, you seem a capable sort. I've long thought of claiming the castle that sits on the now closed off pass through the mountains. However, I've heard that the lower rooms are occupied by vile undead creatures. Anything else residing up there I dare say we can take care of when my men return, but undead? I don't fancy that.'

[Turn to 39](#).

67.

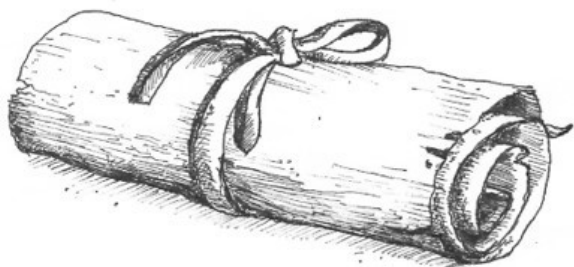
The tiger hears you approach and turns upon you with a low growl. Tensing its muscles in its hind legs, it leaps through the air at you with a bloodcurdling roar.

Roll 1d10. If you roll higher than your Rank, you are rooted to the spot in the first Combat Round, with a DEFENCE of zero.

Snow Tiger (6th Rank) Attack 19, Bite (d8, 7) or Claws (d12, 6) AF 1 Defence 5 Movement 10m (30m) Magical Defence 2 Evasion 6 Health Points 25 Stealth 18 Reflexes 12 Perception 14 (panoptical)

The tiger is a wily opponent and will use whichever attack is most likely to cause you damage. If you have an AF of 4 or higher, it will rake you with its claws. If you have an AF of 3 or lower, it will bite you with its sharp teeth.

If you win, [turn to 216](#).



68.

The lych, a powerful wizard when he was alive, has lost none of his sorcerous powers; you have got a fight on your hands here!

Lych (8th Rank) Attack 15, Touch (see below, 8) AF 0 Defence 9
Movement 10m (20m) Magical Attack 26 Magical Defence 16 Evasion
5 Health Points 14 Stealth 18 Reflexes 15 Perception 8 (darksight)

The lych is immune to non-magical weapons and mind controlling spells. The tactics the lych uses will vary depending on which profession you belong to. If you are a Sorcerer, Mystic, Warlock or Elemental, the lych attacks thus:

In the first Combat Round, he casts *Spell Screen* (DW 85).

In the second Combat Round he casts *Wall of Magic* (DW 83), with 8MP

In the third Combat Round he will cast *Vorpal Blade* (DW 85), which he will then attack with in subsequent rounds.

If at any time you cast a spell with a duration, the lych will cast *Dispel Magic* (DW 84) with up to 6MP.

If you are a Knight, Barbarian or Assassin, the lych attacks thus:

In the first Combat Round he will cast *Armour* (DW page 84)

In the second Combat Round he will cast *Stasis* (DW 85).

In the third Combat Round he will cast *Deathlight* (DW 85).

In the fourth Combat Round he will cast *Dishearten* (DW 84)

After this, he will attack with his hands; this requires a successful Hit Roll, but armour is no protection against the chilling touch and no Armour Bypass Roll is required.

If you win, [turn to 229](#).

69.

The sides of the chasm are angled down and the rough rock provides plenty of handholds.

Make a Climbing (Reflexes) check with a Difficulty Factor of 12

If you have any **rope**, you can reduce the Difficulty Factor to 10.

If you succeed, you make it to the bottom safely; [turn to 85](#).

If you fail, you make it part way down before falling the rest of the way. Deduct 1d10 Health Points (less two if you are wearing armour), but you are now at the bottom; [turn to 85](#).

70.

Various stalls are set up around the village square; nothing particularly out of the ordinary, although there is a stall for the village herbalist that might be interesting.

General goods available are:

Flask of oil 4F

Flint and tinder 2F

Rations 1F

Rope 6F

Torch 1F

Waterskin 1F

Mirror 10F

Sheepskin cloak 8F

If you want to visit the herbalist's stall, [turn to 165](#).

Otherwise, [turn to 203](#).

71.

While you are waiting, you examine the huge stones. They have been weathered over time, but show no signs of collapsing. Some of them have markings on them, but they are so faded that you cannot tell what they mean.

You decide to count the stones that form the circle and discover that there are nine of them. Later in the afternoon, becoming restless, you count them again and find there are eleven.

Fortunately, as twilight descends, the sky above you is cloudless and you can see the Moon clearly. You position yourself in the middle of the circle and wait for the Moon to travel through the archways. After an hour, the Moon can be seen shining between two of the megaliths. As you watch, the area between the stones shimmers and the whole space under the archway is filled with silver light. You fancy that you can hear shouts of anticipation and indistinct shapes form in the silvery glow.

If you want to step through the silver light, [turn to 233](#).

If you would sooner leave this area, [turn to 29](#).

72.

'While I am privileged to see these marvellous beasts in action,' says Will, 'I do wish the action wasn't always directed at us.'

Turning your attention to the contents of the room, you discover some shelves and boxes, which perhaps were used to store meeting notes or items for inspection. In the west wall, another door leads further into the complex.

If you want to make a thorough search of the room, [turn to 107](#).

If you want to go through the door to the west, [turn to 56](#).

If you want to head east to return to the hallway, [turn to 51](#).

73.

You step up to the shelves and start with the boxes. They contain old animal skin and fur, all of which has decomposed with age. Turning your attention to the jars, you see that many of them contain a green liquid, in which you can see various body parts floating. There are tentacles, ovoid pink organs and eyeballs. None of it is of much interest to you until you find a coiled grey organ in one of the jars. You vaguely recognise this as intestines and recall that such things can be used to prevent poisoning - if you can face eating it that is!

If you want to try eating the intestine, [turn to 217](#).

If not, you return to the hallway; [turn to 51](#).

74.

The river rushes along, carrying you with it. It is all you can do just to avoid being dashed unconscious on the rocky banks of the underground river.

Make a Reflexes check and a Strength check, both with a Difficulty Factor of 15

If you succeed at both, you are swept along until eventually the river slows as it exits the mountains. [Turn to 122](#).

If you fail one of the checks, you suffer 1d8 Health Points of damage; if you fail both, you suffer 2d8 Health Points of damage. If you are still alive, you eventually struggle free as the river slows. [Turn to 122](#).

75.

'Ah, another member,' says the lych. 'We have not had any new people join for such a long time. Tell me, what is your field of interest?'

If you tell him you have no idea, [turn to 270](#).

If you want to tell him you are interested in animals, [turn to 98](#).

If you want to tell him you are interested in history, [turn to 17](#).

76.

You lose the trail of the goblin. You are on the verge of giving up when you spot a light deeper in the forest; it looks like torchlight. Could that be where they have gone? Eager to find out, you don't see the covered pit trap before you are on top of it.

Make a Reflexes check with a Difficulty Factor of 12

If you are successful, you jump clear, but if you fail, you fall into the pit for 1d6 (less 2 if you are wearing armour) Health Points of damage. If you fell in, you manage to pull yourself out without any difficulty.

Assuming you are still alive, you head off towards the torchlight once more. [Turn to 92](#).

77.

This is the room containing the remains of the murderer's headless body and the giant snake. There is nothing here you haven't already seen, so you return to the passage.

[Turn to 10](#).

78.

The room beyond the door is remarkably clean, considering the state of the rest of the hut. A large iron cauldron is held suspended by chains depending from the roof. The cauldron is currently empty, and has been polished. There is a fire pit under the cauldron, also empty.

Along the wall opposite the door there is a shelf, on which sits three glass vials. Each contains a different coloured liquid and it is tempting to try one of the potions that the witch has brewed down here. You can drink each one only once. You cannot drink any potions if you are in *mist form*.

If you want to try a dark red liquid that smells of garlic, [turn to 82](#).

If you want to try a swirling blue liquid that has no smell, [turn to 121](#).

If you want to try a bright yellow liquid that smells of rotting fish, [turn to 169](#).

If you would sooner not try any of the liquids (or can't!), you can return to the cellar passage; [turn to 10](#).

79.

This man looks very much like the murderer as described to you by Harold. You glance at his fingers, but can't see the ring the murderer was apparently wearing. The man is still leaning on his hoe, waiting politely.

If you want to go and look at the carrots, [turn to 105](#).

If you want to wait where you are, [turn to 198](#).

If you want to attack the man, [turn to 95](#).

80.

You plunge into the chasm and hit the bottom with a sickening crash. You suffer 1d8 Health Points of damage, reduced by 2 if you are wearing armour.

If you are still alive, you scout around to see where the ravine goes, but in either direction, it comes to a steep sided end after a hundred metres. You return to where you fell off the bridge and now face the prospect of climbing up the sides of the chasm. It is not too steep here, and there are plenty of handholds.

Make a Climbing (Reflexes) check with a Difficulty Factor of 12

If you have any **rope** you can reduce the Difficulty Factor to 10.

If you fail, you make it part way up before falling back down again, for 1d4 (less 2 for armour) Health Points of damage. Keep trying until you succeed or perish.

If you succeed, you manage to climb to the top. [Turn to 225](#).

81.

☐

If there is a tick in the box above, [turn to 199](#).

Otherwise, read on.

The tunnel narrows even more before coming to a dead end. A pile of rocks and stones lie piled up at the end of the tunnel.

If you want to dig out the rocks to see if there is a way through, put a tick in the box above and [turn to 55](#).

If not, you return to the junction; [turn to 179](#).

82.

The red liquid doesn't taste particularly bad, but as soon as you have swallowed it, you are wracked with pain. You have drunk a strong poisonous concoction.

Roll 4d6. If the total is greater than your Strength, you lose 4d6 Health Points. If you roll equal to or less than your Strength, you still lose 2d6 Health Points.

When you have recovered, [turn to 78](#).

83.

The old crone grasps her staff in both claw-like hands. Resolve this fight:

Hag (6th Rank) Attack 16, Staff (d6, 3) AF 3 Defence 10 Movement 10m (20m) Magical Defence 8 Evasion 4 Health Points 14 Stealth 13 Reflexes 11 Perception 13 (darkvision)

The hag is more susceptible to damage by weapons made of iron (only staves, cudgels, slings and weapons made specifically of silver are not made of iron), and takes an extra one Health Point of damage for each hit from an iron weapon.

If you win, [turn to 9](#).

84.

You hand over the ring and Harold gets to work with his tools. 'Here you go,' he says after a few minutes, 'good as new.'

The ring now fits nicely on your finger. It is actually a magic ring, capable of casting the *Camouflage* spell (see DW page 107). The ring has five charges left. You thank Harold for his work.

[Turn to 300](#).

85.

You are at the bottom of the chasm which divides this underground complex in half. Above you, you can see the bridge which connects the hallways.

The chasm extends to the east and west. The chasm isn't flat, with piles of rocks scattered about and there are small fissures leading even further underground. To the east you can hear the rushing of water. The sides of the chasm are not too steep, and climbing up shouldn't be too much of a problem.

If you want to climb up the side of the chasm to one of the hallways, [turn to 101](#).

If you want to explore the east end of the chasm, [turn to 23](#).

If you want to explore the west end of the chasm, [turn to 187](#).

86.

'Well, it is time for me to be off,' says the ghost, 'but it has been a pleasure chatting with you.'

The ghost ushers you out of the door and then starts to fade away, until there is only a faint outline; and then this too is gone.

Although you didn't defeat the ghost, you can still add one to your tally of undead, as he seems unlikely to cause any of Lord Merek's men trouble as long as they are warned about him in advance. He might even prove useful!

[Turn to 289](#).

87.

You sit on one of the pews and close your eyes, muttering a prayer.

If you are a follower of the True Faith (if you had not decided on this when you created your character, assume you are unless you are a Sorcerer, Elementalist or Demonologist), then you gain a blessing, which allows you to re-roll one die roll; after this it is used up. You can only have one blessing at a time from praying here.

If you want to talk to the priest, [turn to 263](#).

If you have finished here, [turn to 203](#).

88.

The hallway opens out into a large natural cavern. The rocky floor is uneven, and there are many small openings in the walls of the cavern.

Towards the east end of the cavern, the source of the noise is apparent; an underground river runs here, from an opening in the north wall, across the cavern before plunging through an opening in the south wall.

If you want to search the cavern, [turn to 299](#).

If you want to dive into the river to see where it goes, [turn to 173](#).

If you want to head back west to the hallway, [turn to 239](#).



89.

You hand over the payment and Harold gets to work straight away, obviously keen to work on such a fine piece of armour. You wait in the heat of the forge while he hammers, heats and cools. Eventually he is done, and after giving the armour a final polish, hands it back to you.

'Extraordinary armour, that,' he says. 'It should last you many a year.'

You thank Harold and take the armour from him. Remove the **Damaged Silver Hauberk** from your Character Sheet and replace it with **Silver Hauberk**. This fine mail hauberk has an Armour Factor of 3, but is so lightweight that it can be worn by Sorcerers and Elementalists without the usual penalty to Attack and Defence, and there is no chance of spell failure. It has a value of 350F, if you can find somebody to buy it off you.

[Turn to 300.](#)

90.

As you cast the spell, you see glittering motes of silver and green light around the boar. You deduce that it is under an enchantment.

If you can and want to cast Telepathy, [turn to 218](#).

If you can and want to cast Terminate Enchantment or Dispel Magic with at least eight Magic Points, [turn to 212](#).

Otherwise, [turn to 112](#).



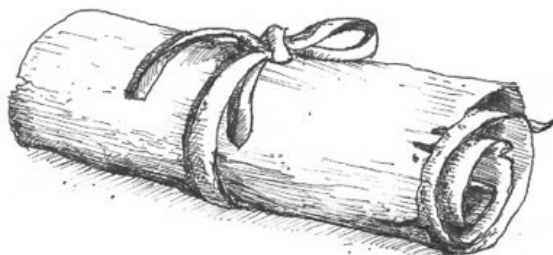
91.

The harpies lie dead where you left them, but the repulsive odour has dissipated somewhat and you don't feel nauseous just by being in the same vicinity as them.

Edging round the corpses, you resume your search of the room. There appears to be nothing here, but then you remember the fireplace. Grabbing one of the firmer pieces of wood, you poke around in the fireplace and up the chimney, and are rewarded when a cloth bag, covered in soot, is dislodged. Hauling the bag away from the cloud of black dust that followed it down the chimney, you discover a fine looking mail vest inside. It has a silver sheen to it, and seems remarkably light weight. Unfortunately, the rings of metal are torn in places.

You can take the **Damaged Silver Hauberk** with you if you like. It currently has an Armour Factor of 2 in its damaged state, although you may be able to find someone to repair it. It can be worn by Sorcerers and Elementalists without the usual penalty to Attack and Defence, and there is no chance of spell failure. If you carry the armour rather than wear it, it counts as one item for encumbrance.

There is nothing else to be found here, so you return to the previous hallway. [Turn to 228.](#)



92.

You catch up with the figure; it is standing at the entrance to a cave, with a small fire in the cave itself. To your surprise, it is not a goblin, but an old man, stooped with age and wearing only rags for clothes. His grey beard is dirty and reaches to his belly. He spits at you and raises a staff; clearly he is not going to listen to talk of handing himself in. You must fight once again:

Hermit (3rd Rank) Attack 11, Staff (d6, 3) AF 0 Defence 5 Movement 10m (20m) Magical Attack 17 Magical Defence 7 Evasion 3 Health Points 9 Stealth 13 Reflexes 9 Perception 5 (normal)

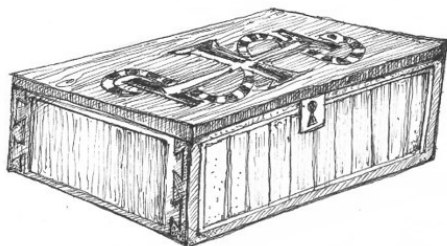
In the first Combat Round, the hermit casts Warding; after the first Round, you must add 2 to your Hit Roll.

In the second Combat Round, the hermit casts Inflict Wound (Magical Attack of 17 vs your Magical Defence); if he is successful, you lose five Health Points (armour does not affect this).

In the third Combat Round, the hermit casts Dragonbreath (Speed of 12 vs your Evasion); if this hits, it does 1d6+6 Health Points of damage, reduced by your Armour Factor.

In the fourth and subsequent Combat Rounds, the hermit attacks you with his staff.

If you win, [turn to 153](#).



As you go through the secret door, you inadvertently set off a trap, and the lintel above you collapses.

Make a Reflexes check with a Difficulty Factor of 10

If you succeed, you leap clear in time; if you fail, the stone above you falls on you for 1d8 Health Points of damage.

If you are still alive, you find yourself in a small room, in which there are two wooden boxes. Inside the boxes, you discover some fine looking silverware; most likely kept here for when special visitors came to dine. The goblets and plates are quite bulky, but you can carry 50 florins worth of **silverware** as one item for encumbrance purposes. There are 150 florins worth in total.

Having ransacked the secret room, you return to the kitchen. [Turn to 111.](#)



94.

The mighty beast is dead! After shoving the corpse off its nest, you find a scattering of treasure; a small piece of **quartz** worth 40 florins, a **tourmaline** worth 50 florins, a **garnet** worth 45 florins and 28 florins in coins. Maybe the creature liked collecting shiny things.

If you have an **empty glass jar**, you can fill this with blood from the monster; cross off the **empty glass jar** from your Character Sheet and replace it with **Cockatrice Blood**.

You can see that there are no further tunnels heading into the mountains, but there are two exits heading west.

If you want to take the northernmost tunnel, [turn to 179](#).

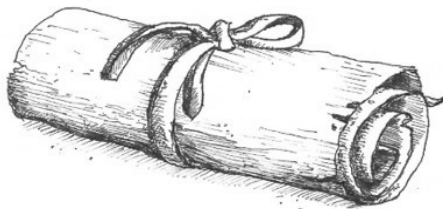
If you want to take the southernmost tunnel, [turn to 133](#).

95.

The man drops his hoe and draws his shortsword, his happy smile turning into an angry snarl. 'Come on then!' he shouts; resolve this fight:

Gardener (4th Rank) Attack 16, Shortsword (d8, 3) AF 0 Defence 7
Movement 10m (20m) Magical Defence 6 Evasion 6 Health Points 12
Stealth 21 Reflexes 14 Perception 11 (normal)

If you win, [turn to 274](#).



There is clearly no sign of Will down here, so you return to the upper levels and find him in the northern end of the courtyard, apparently searching through some debris near the cliff face.

'Hello there!' he exclaims as you draw near. 'Ready for adventure in the castle dungeons?'

You reply that you are, and the pair of you reenter the keep, heading through its dusty hallways until you arrive at the buttery. After heading down the stairs here, Will approaches the door on the west wall. He traces a pattern on the runes engraved on the door; as he does so, you see the etchings start to glow with a pale green light. When the pattern is completed, Will stands back.

'Any minute now,' he says. Just then, you hear a click as the door is unlocked. Will tries the handle and the door opens easily into the hallway beyond.

While Will is with you, he will aid you in combat. In the first Combat Round, he will shoot an arrow at your opponent needing 14 or less on 1d20 to hit for (d6, 4) damage. He will then join the melee with an ATTACK score of 17, wielding his sword (d8, 4). He has a Reflexes score of 14. During combat, opponents will split their DEFENCE as equally as possible between you and Will, but will only attack you.

[Turn to 231.](#)



97.

You climb up the steps and through the door to the room under the castle. As you do so, the door swings shut and locks once again.

If you have the keyword *Hallway* and want to pursue this now, [turn to 96](#).

If not, you head back up the stairs to the hallway; [turn to 228](#).

98.

'Splendid,' says the lych. 'We've got all sorts of experts here, I'm sure you'll fit right in. Anyway, I'm busy, but I'll give you a little something that might be useful during your studies.'

The corpse presses a panel on the wall to reveal a hidden compartment, from which he produces a glass vial, stoppered with wax. He passes this to you with a bony hand. you have been given a **Healing Potion**.

As you take the bottle, the corpse starts to vanish until all that is left are his robes in a pile on the floor.

You wonder if this is the end of the lych, having fulfilled some sort of ancient pact. Gain the keyword *Hollow* and eight experience points.

A search of the room reveals no further treasure, the secret compartment now being empty. However, the old **robes** the lych was wearing are of fine quality; should you be able to sell them, they would be worth 80 florins.

Having finished here, you return to the hallway. [Turn to 289](#).



99.

The cave is a good place to make camp, and due to the secret door, also suitable for stashing equipment.

If you can make a fire (either through the use of magic, or by using a flint and tinder), or you have a **sheepskin cloak**, you can keep warm through the night and restore one Health Point. If you have any **rations**, you can eat them here and restore one Health Point. Each night you spend here also replenishes your Magic Points to their maximum value.

You can store items here and retrieve them when you visit the cave. Make a note in the space below of items that you are leaving here:

When you are finished, [turn to 135](#).



100.

You awaken to find yourself lying on the grass inside the circle of the Long Maidens. Restore your Health Points to their maximum amount. You wonder if you have been dreaming, but beside you lies the sword that you were presented with. It still looks magnificent, with a white leather grip and runic engravings along its blade.

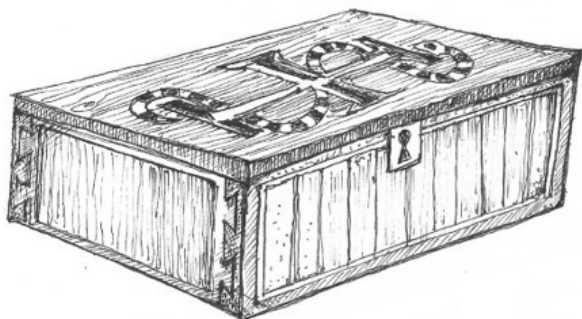
This is a **Moonblade**, one of only a few made. It is a magical +1 longsword (2d4+1, 5), but is of such marvellous workmanship and enchantment that it can be wielded one handed with full effect (Warlocks can treat it as Weapon Group II or IV).

The moonstone in the sword's pommel is currently bright white. You can draw power from the moonstone, once a day, for one of two effects. You can use it to shoot a bolt of moonlight, with a SPEED of 16, causing 2d6+10 Health Points of damage (less Armour Factor) if it hits.

Alternatively, you can commune with Rhiannon, the moon goddess. Treat this as an *Oracle* spell (DW page 82). Once you have used the power, the moonstone becomes dim until it is exposed to moonlight for one hour. You cannot recharge the moonstone on nights of the new moon, or if the moon is not visible. On nights of the full moon it can receive two charges which it will hold until used; so you have two uses of the moonstone's power (the same power twice, or each power once). Only the full moon's light allows the moonstone to receive a second charge.

Pleased with your new acquisition, you head back towards the path between the village and mountains.

[Turn to 29.](#)



101.

The sides of the chasm are not too steep and the rough rock provides plenty of handholds.

Make a Climbing (Reflexes) check with a Difficulty Factor of 12

If you have any **rope**, you can reduce the Difficulty Factor to 10.

If you succeed, you make it to the top safely and pull yourself up next to the bridge, either the south end ([turn to 191](#)) or the north end ([turn to 22](#)).

If you fail, you make it part way up before falling back down. Deduct 1d10 Health Points (less two if you are wearing armour), and you are now back at the bottom; [turn to 85](#).



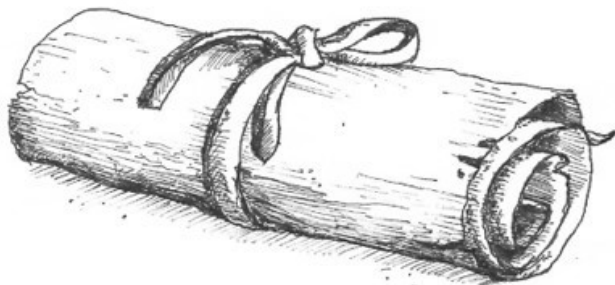
The man looks up at you. 'Thank you, stranger,' says the man. 'My name is Emeric, and I have been under a vile curse. As you can see, I am now returned to my proper body.' You seem to have found the baron's missing son and dispatched the white boar in one fell swoop. Gain six experience points.

You ask him what happened. 'Elves!' he spits. 'My companions and I were out hunting when we came across a clearing. A wild boar - just a normal one, not like the monster I was turned into - ran across the clearing. We gave chase, but I was cut off from the others. Tall figures appeared from the trees, and I was brought low by a cowardly shot. When I woke up, I was in the shape of a boar, as you saw. The elves made it a sport to chase after me and shoot me with their arrows. I managed to escape them. Maybe they didn't want to cross the bridge, or maybe they got bored.'

You had better get the man home, so you lead him back through the forest and into the village, where you head for the manor house.

Remove the keyword *Hunter* and gain the keyword *Harmony*.

[Turn to 250.](#)



103.

The tunnel meanders through the rock around you and then heads to the east. Ahead, you can see a chasm in the floor ahead of you. You can see the bottom, so it isn't too deep. It is a couple of metres wide, and you should be able to clear it with a running jump.

If you would rather turn around and take the other tunnel, [turn to 133](#).

If you want to try to jump over the chasm:

Make a Strength check with a Difficulty Factor of 12.

If you succeed, you leap over the chasm and continue onwards; [turn to 253](#).

If you fail, you don't manage to jump to the other side and fall into the chasm, taking 1d6 Health Points of damage (reduced by two if you are wearing armour). You then face the task of climbing out.

Make a Climbing (Reflexes) check with a Difficulty Factor of 10.

If you have any **rope**, you can reduce the Difficulty Factor to 8. If you fail, you fall to the bottom again, for another 1d6 Health Points of damage (less two for armour), and will have to try again (as long as you are still alive!).

If you succeed, you climb out and can continue onwards; [turn to 253](#).

104.

With your last blow, the boar howls and writhes in pain, but then something strange starts to happen. The boar starts to become insubstantial, its body fading away. After a few moments, the boar has disappeared and in its place there lies a young man, covered in mud and leaves. Under the muck you can see that he is quite handsome, with a short black beard and neck length hair. He looks at you as he pulls himself into a sitting position.

[Turn to 102](#).

105.

You approach the man, who is still beaming happily, and bend over to look at the vegetables.

'I'm quite pleased with these, they've grown rather well,' he says. With carrots being root vegetables, all you can see is their stems, so you take his word for it.

'From the village are you?' the man asks. 'I saw you coming from that direction.' You make a noncommittal reply and then hear the hiss of his sword being drawn. 'You'll not take me back there!' he cries suddenly. Whoever he thinks you are, you must now defend yourself:

Gardener (4th Rank) Attack 16, Shortsword (d8, 3) AF 0 Defence 7
Movement 10m (20m) Magical Defence 6 Evasion 6 Health Points 12
Stealth 21 Reflexes 14 Perception 11 (normal)

You are *surprised* in the first Combat Round and can only defend, not attack.

If you win, [turn to 274](#).



106.



If the box above is ticked, [turn to 205](#).

If not, read on.

As you search the rooms, you encounter one of the inhabitants. This ancient creature has gone mad due to its accidental incarceration down here, living on small rodents and insects. Its putrid skin is stretched over its bones, and its eyes seem to glow with an evil intelligence. It wastes no time in leaping at you, attacking you with a rusted mace:

***Ghoul (4th Rank) Attack 17, Mace (d6, 5) AF 0 Defence 9
Movement 12m (25m) Magical Defence 7 Evasion 4 Health Points
14 Stealth 15 Reflexes 10 Perception 9 (darksight)***

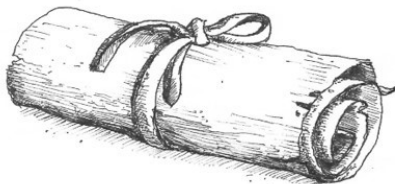
If you win, tick the box above and [turn to 195](#).

107.

Whatever the boxes and shelves once used to hold has long since turned to dust; there is nothing of any value to be found here.

If you want to go through the door to the west, [turn to 56](#).

If you want to return to the hallway, [turn to 51](#).



108.

The two paths merge back into one and you continue hurtling along at breakneck speed, until the man calls out. 'Up ahead! There's the cave!'

Indeed, you can see a cave entrance through the blizzard. The woman brings the sledge to a skidding halt, and the three of you jump off. Your arrival has been noticed, and the inhabitants of the cave come out to see what is going on. They are a pair of tall, gangly creatures, with pale blue skin and tusks protruding from their lower jaws. Each carries a large spiked club in its hands. Your companions quickly engage the first one in combat with arrows and axe thrusts.

If you want to fight the second creature, [turn to 16](#).

If you would sooner hang back and watch what happens, [turn to 116](#).

109.

The doorway leads to a room which may have been the buttery. Broken barrels lie on the floor, their contents long since evaporated. Collapsed stairs lead halfway to the second floor of the castle, but the opening above is filled with splintered wood and rubble and is unpassable.

Another flight of stairs leads down to the underground level of the castle and a glance shows that the lower levels are accessible. It is dark down there, and you will need a light source (such as a lantern, or magical means of producing light) to explore here.

If you want to descend to the underground level (and have a light source), [turn to 207](#).

Otherwise, you return to the hallway; [turn to 228](#).

110.

As you investigate further, the tingling feeling turns to a maddening itch. You scratch at the back of your neck but this doesn't relieve the stinging sensation you are now subject to. What is causing this?

Make a Psychic Talent check with a Difficulty Factor of 12

If you succeed, [turn to 242](#).

If you fail, [turn to 213](#).

111.

The room here was obviously the kitchen when the underground complex was inhabited. There is an old fireplace on the south wall, and pots and pans hang from rusted hooks in the ceiling. A stone slab takes up the centre of the room, most likely used for chopping and preparing food. The room is absolutely silent; no sounds of water dripping, nor of tiny animal claws clicking. There are doors on the north and east walls.

If you want to search this room, [turn to 157](#).

If you want to go through the door to the north, [turn to 124](#).

If you want to go through the door to the east, [turn to 186](#).





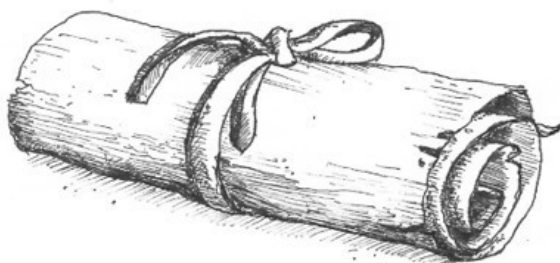
112.

The boar tires of whatever it was trying to do and lowers its head to charge you. You must fight!

White Boar (5th Rank) Attack 19, Gore ($d8+1$, 6) AF 2 Defence 5
Movement 10m (20m) Magical Defence 0 Evasion 4 Health Points 28
Stealth 11 Reflexes 10 Perception 8 (normal)

As soon as you inflict 15 Health Points of damage on the boar with a weapon made of iron (staves, cudgels, slings and weapons made specifically of silver are not made of iron), [turn to 104](#).

If you kill the boar, [turn to 167](#).



113.



If the box above is ticked, [turn to 178](#).

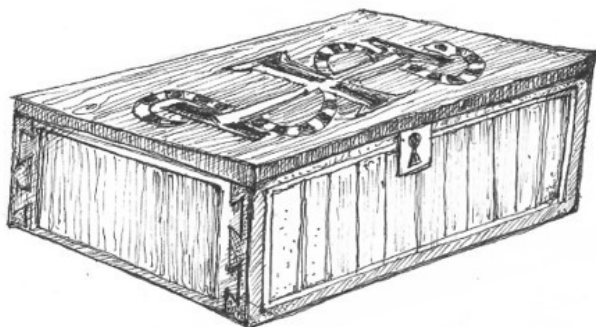
If not, put a tick there now and read on.

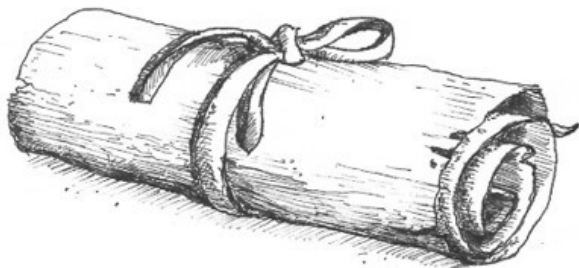
Agnes is once again waiting in the doorway for you when you arrive at the farmhouse. 'We must thank you for stopping the wolves,' she says, 'and Amis tells me there was a goblin involved as well! Nasty things.'

You tell her it wasn't a goblin, but a hermit sorcerer that you battled and ask her about him. 'Don't know of anybody like that,' she says. 'Maybe he just liked being mean, eh?'

Amis comes in from the yard and thanks you as well. 'We haven't got much to offer you,' he says, 'but Agnes here does have a very fine herb garden. I've picked this for you.' He hands you a plant with small pale purple flowers and strong smelling roots. This is **Mountain Garlick**. If used in combat with the undead, they must deduct two from their ATTACK score and one from their DEFENCE score.

You thank the pair and wish them well before returning to the village. [Turn to 203](#).





114.

☐

If the box above is ticked, [turn to 159](#).

If not, read on.

The door here opens into a room with shelves on the far wall. The shelves hold jars and boxes and you can see strange objects through the glass of some of the jars.

'I think these are all body parts that the collectors were studying,' says Will. 'Despite their age, some of them might be useful.'

If you want to examine the boxes and jars in more detail, put a tick in the box above and [turn to 73](#).

If not, you return to the hallway; [turn to 51](#).

115.

'We've done it!' exclaims Amis, but you tell him to shush as you have seen something else in the trees. The figure in the gloom is still there, but it jumps up and down in anger as the wolves are defeated and then heads deeper into the woods.

'There may be more to this than meets the eye,' you say to Amis. 'I'm off after that goblin in the woods. Go back home, I'll see you there later.'

You pursue the figure into the woods, but it is getting dark and the trail is not clear. You can follow the goblin if you can do anything of the following:

Roll under your Perception on d20 (if you have the Track skill, roll under your Perception on d10 instead);

Cast any of the following: Pursuit, Oracle or Forest Murmurs.

If you successfully follow the figure, [turn to 92](#).

If you fail to follow the figure, [turn to 76](#).

116.

The other creature rushes towards your companions, who now have a serious fight on their hands. Blood from the combatants glimmers brightly in the cold air and on the white snow. Eventually, the two monsters are overcome, but as they crash to the ground, your vision starts to fade until all is blackness...

...and then you are awake again, lying in the circle of the Long Maidens. It is morning, and the dew is wet on the grass. Wondering if you have been dreaming, you dazedly make your way back to the path between village and mountains.

[Turn to 29](#).

117.

The dusty books and parchments on the shelves crumble when you touch them. Eventually you find one book, kept in a sealed box, which is still intact. It is a leather bound folio, and consists of a number of sheets sewn together. The writing is small but neat, and there are illustrations and descriptions of several desert animals within the volume.

The **Desert Dissertation** counts as one item for encumbrance, and could be worth 150 florins if you can find an interested scholar. There is no other treasure in the room, so you return to the hallway.

[Turn to 289.](#)

118.

☐

If the box above is ticked, [turn to 181.](#)

The door creaks open to reveal a room in which every surface is covered in food- encrusted plates and pans. A fireplace, which hasn't been swept out in years, is on the far wall, and a sideboard sits under the window to your right. A shelf which looks as though it might collapse at any moment is on the wall opposite the window.

The only item of interest amongst all this filth is a glass vial sitting on the shelf. It contains a dark red liquid, which smells vaguely of garlic.

If you want to drink the liquid in the vial (remember that if you are in *mist form*, you can't drink anything!), put a tick in the box above and [turn to 284.](#)

Otherwise, you return to the hallway; [turn to 35.](#)

119.

You are in a wide stone hallway deep underground. To the south, stairs lead back up to the castle, and there are doors on both the east and west walls. To the north, the hallway ends at a wide chasm, which is spanned by a wood and rope bridge.

If you want to head up the stairs, [turn to 97](#).

If you want to try the door on the east wall, [turn to 249](#).

If you want to try the door on the west wall, [turn to 186](#).

If you want to head north to the bridge, [turn to 191](#).

120.

You set to work on the hinges with your oil and eventually, they move freely enough that you can open and close the door.

With the door shut, it is difficult to tell that it is there at all, as it blends in with the surrounding rock so well.

Gain the keyword *Habitat* and [turn to 99](#).



121.

You drink the odourless, tasteless potion and begin to feel a tingling sensation all over your body. Alarmingly, you feel that you are starting to dissolve into a dank mist.

If you want to resist this effect, you must roll less than or equal to your MAGICAL DEFENCE on 1d20.

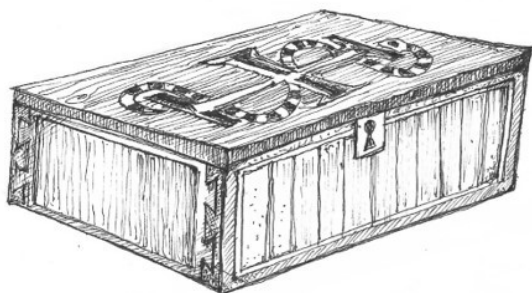
If you fail to resist the effects of the potion, or don't want to try resisting, [turn to 260](#).

If you resist the effects, your body returns to normal; [turn to 78](#).

122.

When you regain your senses, you discover that you have hauled yourself out of the river to the south of the castle, not far from the track which heads between the pass and the village of Torvik. Soaking wet and chillingly cold, you do your best to warm yourself up and dry off before heading for the track.

[Turn to 29](#).



123.

You return to the village and find Will pottering about. You tell him that you want to look for Emeric, which he seems happy about and you both set off back to the forest. He ums and ahs for a bit until he seems to find what he is looking for.

'See this spot here?' asks Will as he points to a path leading to a clearing. 'This is where young Emeric was last seen. See all the broken branches and trampled ground? That's either a fight or the boar we were telling you about.'

You look around the clearing and see some splashes of blood on the trunks of the trees. At least he doesn't seem to be having you on or leading you on a wild goose chase. You thank Will and he returns to the village while you examine the area more closely.

[Turn to 222.](#)

124.

☐

If the box above is ticked, [turn to 170.](#)

If not, read on.

The door opens to a storeroom or pantry. Sagging shelves of old boxes line the walls, and piles of decaying cloth sacks sit on the floor. There is a very strong smell of damp in this room. A search here reveals nothing useful, but you notice that one of the shelves is misaligned. Closer inspection shows that the shelves actually pivot out, and a secret door is uncovered.

If you want to go through the secret door, put a tick in the box above and [turn to 93.](#)

If not, you return to the kitchen; [turn to 111.](#)

125.

The door leads into the great hall of the castle. It is a wide room, with a large stone fireplace in the west wall. Above, the great hall is open to the sky, and you can see the remains of galleries on the north and south ends of the hall.

A large hardwood table dominates the room, although after many years and exposure to the weather, it is much the worse for wear. It has rotted away and in places has collapsed, but you can imagine the lord of the castle sitting at the table, feasting or discussing matters of state.

Piles of rubble and broken wood lie around the room. It would take a while to search through the wreckage here.

If you want to make a thorough search of the great hall, [turn to 162](#).

Otherwise, you return to the previous hallway; [turn to 228](#).

126.

The well, which would have supplied water for the castle inhabitants in years gone by, has no bucket or rope and the wall of the well is crumbling. Looking down the well, all you see is darkness, but you can hear the rushing of water from an underground river.

If you want to climb down the well, [turn to 147](#).

If you want to throw a coin down the well and make a wish, [turn to 301](#).

Otherwise, there is nothing else to do here; [turn to 154](#).

127.

After climbing the steps, you see the body of the centipede you fought earlier. A crow and a rat are looking at each other warily, both wanting to feed on the corpse but neither willing to commit to a fight over it. You leave them to it and return to the courtyard.

[Turn to 154.](#)

128.

Rats are filthy creatures and there is a chance that you have contracted the Black Death.

First roll 1d20. If you roll a 1, you have been infected with the disease.

If you have been infected, next roll 1d20. If this is less than your Strength score, you have not contracted the disease and suffer no ill effects. If you roll equal to or higher than your Strength, you have contracted the disease, in which case roll 4d6; if this total is greater than your Strength, you immediately suffer 2d6 Health Points of damage. Furthermore, every day you will lose one point from Strength, Reflexes and Looks, unless you roll less than your Strength on 1d20, at which point you are free of the disease. Once free of the Black Death, your characteristic scores recover at the rate of one point each week.

For now, though, you make a thorough search of the room and find 30 florins in a small box under the bed. The furniture is of no interest to you, so you leave the bedroom and return to the hallway.

[Turn to 35.](#)

129.

You question Edward further, and he is certain the relic was present earlier that evening. The men he saw escaped into the Pagan Mountains, 'and if God is smiling down on us,' says Edward, 'may still be there, and nearby.'

The relic is a single strand of hair, and is kept in a simple wooden box with a brass hasp. Engraved on the box lid are a cross and a snake. 'Saint Hilda freed a town from the evil of snakes,' claims Edward, 'and so this is her symbol.'

Edward reiterates the 100 florins reward upon return of the relic, and you tell him you'll do your best to recover it. You bid each other farewell; [turn to 203](#).

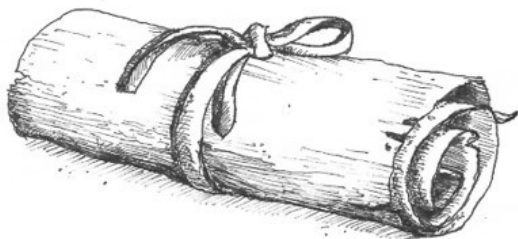
130.

The ghost continues to materialise, phantom skin now beginning to cover the flesh on the skeletal frame, until you are facing the spirit of an old man dressed in flowing robes.

'Why hello there!' exclaims the ghost. 'I don't get many visitors these days! Please, take a seat and we can have a chat.'

The ghost seems quite friendly. If you want to talk to him, [turn to 245](#).

If you would rather leave, [turn to 289](#).



131.

☐

If the box above is ticked, [turn to 145](#).

If not, read on.

The door to the circular south tower is made of hardwood banded by iron strips and is in remarkably fine condition. It is also locked. Looking around you can see no other way in, so if you want to gain access to the tower you will have to get through the door.

To open the door, you can cast Portal, if you are able to and want to. Otherwise, you can use an **axe** to batter the door down. Failing that, you can charge at the door. To charge at the door:

Make a Strength check with a Difficulty Factor of 16

Each time you charge the door, you must deduct one Health Point. You can charge at the door as many times as you like (as long as this doesn't reduce your Health Points to zero!).

If you succeed in opening the door, put a tick in the box above and [turn to 273](#).

If you fail, or do not want to open the door, [turn to 154](#).

132.

The prickling sensation continues, but you feel no ill effects from it. Looking around the clearing sheds no light on what is causing this strange feeling.

If you want to stay in the clearing to investigate further, [turn to 110](#).

If you want to leave this clearing and go back out of the forest, [turn to 200](#).

133.



If there is a tick in the box above, [turn to 4](#).

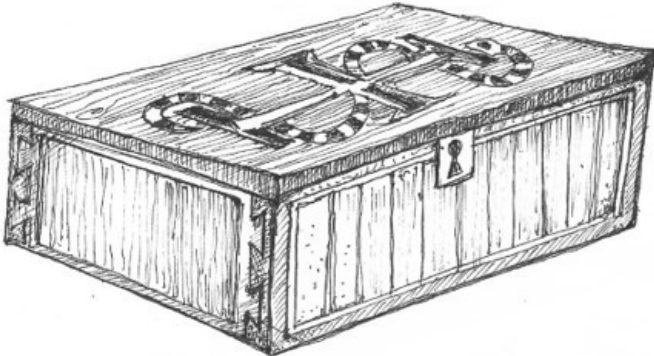
Otherwise, read on.

The narrow tunnel opens out into another cave, this one with a roof that is higher up. Exits lead to the east, further into the mountain, and north, back to the entrance. The cave has a strong pungent smell and looking up, you can see that this cave is home to two large bats; even from here you can see their sharp teeth. They are asleep at the moment and it is probably better to keep it that way.

Make a STEALTH roll on 2d10 (you need to roll equal to or less than your STEALTH score)

If you succeed, you avoid waking the bats and can either head north ([turn to 298](#)) or east ([turn to 11](#)).

If you fail, you make enough noise to wake the bats; put a tick in the box above and [turn to 202](#).



134.



If the box above is ticked, [turn to 232](#).

If not, put a tick there now (unless you are in *mist form*) and read on.

The door opens into a gloomy room which is cluttered with furniture, most of it broken. Only the bed, covered with a grimy cover, remains whole. The smell in here is atrocious; rotten eggs and excrement.

The old crone was not the only one who used this room; it is also where her pet has its nest amongst the remnants of a wardrobe. With coarse black fur, red eyes and a scaly tail, the giant rodent knows you are not its keeper and leaps out to attack you.

If you are in *mist form*, [turn to 54](#).

Otherwise, you will have to fight:

Monstrous Giant Rat (2nd Rank) Attack 12, Bite (d6, 4) AF 0 Defence 5 Movement 10m (20m) Magical Defence 5 Evasion 5 Health Points 9 Stealth 17 Reflexes 11 Perception 8 (*darksight*)

If you win but were wounded by the rat, [turn to 128](#).

If you win and were not wounded by the rat, [turn to 175](#).







You are in a valley in the Pagan Mountains. The valley heads north to south, but to the north end you can see that a landslide has deposited tons of rock into the valley, effectively sealing this end off. To the south, a dirt track leads back to Torvik.

To the west, you see a castle in ruins. It clings to the side of the mountain and a broad track leads up to the main gate. You can see the remains of a gatehouse, with towers on the north and south corners.

To the east, you can see a smaller path that zig zags up the side of the mountain. There are two caves in the mountainside here; one near to the base of the mountain and another one higher up.

If you have the keyword *Harpy* and the box above is not ticked, tick it now and [turn to 295](#).

Otherwise:

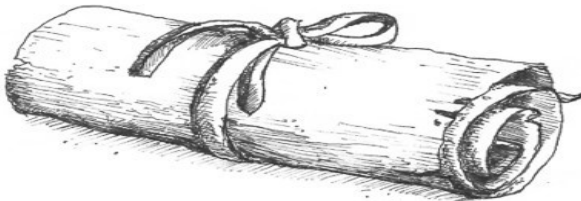
If you want to head south towards Torvik, [turn to 29](#).

If you want to climb the path up to the castle, [turn to 224](#).

If you want to visit the lower cave, [turn to 59](#).

If you want to investigate the higher cave, [turn to 183](#).

If you want to head to the blocked end of the pass to the north, [turn to 163](#).



The doors remain locked tight despite your best efforts. Magic does not open them or allow you to pass through them, and axe blades do not even scratch them.

If you cast a spell, it has no effect. If you charged at the door, you lose one Health Point as usual. If you tried chopping the doors with an axe, you have blunted the axe (unless it is magical) and must deduct one from its Armour Bypass Roll.

You decide to give up on the doors for now and return to the hallway.

[Turn to 228.](#)

137.

Remove the **Hair of Saint Hilda** from your Character Sheet.

The priest, whose name is Edward, is overjoyed. 'Oh, you found it,' he says as he takes the box from you. He strokes the box gently before opening it reverently and looking inside. 'Such a marvellous surprise! I didn't even know if anyone was coming to help us. This is just wonderful! God be praised. And you as well of course, for doing such a fine thing for us,' he adds, looking at you.

'But of course, you mustn't go unrewarded.' Edward pushes aside some straw and removes a section of the wall near the floor. He reaches into the hole and brings out a purse containing, as promised, 100 florins. Note this on your Character Sheet. 'Thank you again my friend, and may blessings be upon you.'

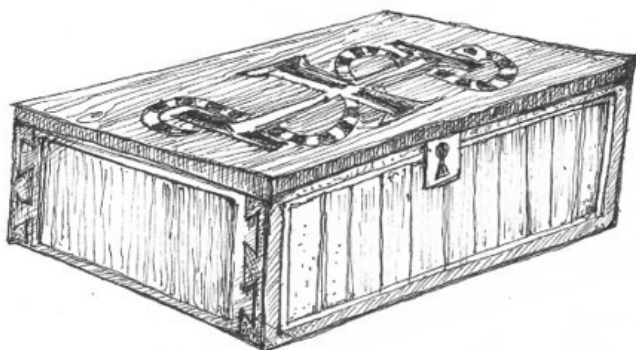
You have in fact been blessed; the blessing allows you to re-roll one die roll, after which it is used up.

You thank Edward for the reward and bid farewell. [Turn to 203.](#)

138.

The chapel remains in ruins, the light through the window catching the mould and dust in the air. There is no other way through here, so you return to the hallway.

[Turn to 52.](#)



139.

Coughing and spluttering, you pull yourself out of the cold water and see that you have arrived back at the chasm that you only recently crossed. Drying yourself off as best you can, you reconsider the wisdom of going swimming in underground rivers.

[Turn to 23.](#)

140.

If you have the keyword *Hollow*, [turn to 38](#).

If not, read on.

The door opens to a well appointed office. The signs of decay present in other parts of this underground complex are not present here; indeed, the table and chairs seem to be in remarkably fine condition. Tapestries hang on the east wall, depicting a variety of wild animals; wolves, bears and bats are all illustrated.

Sat behind the table is an emaciated corpse. Its withered flesh is stretched over its bones, and it is dressed in a fine robe upon which runic designs are picked out in gold. As you enter, it raises its head and fixes you with a stare from eye sockets that glitter with a pale white light.

'You had better have a good reason for interrupting my studies,' it says in a cracked voice.

If you want to attack the undead monster, [turn to 68](#).

If you want to talk to the corpse, [turn to 235](#).

141.

The beast crashes to the ground, dead. You breathe a sigh of relief. You have obviously gone the wrong way, so you retrace your footsteps until you are back at the clearing. This time, you follow the beaten tracks. [Turn to 146](#).

142.

☐

If the box above is ticked, [turn to 34](#).

If not, read on.

The library remains as it was before, but there is no sign of the ghost. Maybe he is gone for good, or can only appear at certain times.

If you want to search the library, put a tick in the box above and [turn to 117](#).

If not, you return to the hallway; [turn to 289](#).

143.

Lord Merek is once again busy with parchments. When you enter, he looks up and stretches.

'I remember when I used to go out hunting, and not have a care in the world. Anyway, any progress on clearing the undead out of the castle?'

You have nothing to report about this. 'Well, don't let me keep you,' says Lord Merek, 'I'm sure you've got plenty to be getting on with, eh?'

You take the hint and bid him farewell. [Turn to 203](#).

144.

'Well, Acerac was our head scholar. Still is, in a manner of speaking. He refuses to accept that he has died, and still thinks that he is in charge of a functioning organisation. Whenever I visit him, he always asks me about my latest venture, as though I'd been out in the field collecting. Harmless, though, as long as you don't upset him.

'Jonthane is a different matter. Can be very tetchy, and doesn't like visitors. Very cross that he's dead as well, although in life he was often very cross generally anyway. You'll find Acerac in his room to the right, and Jonthane often hangs about in his quarters opposite.'

If you have asked the ghost two questions, [turn to 86](#).

If not, you can ask him another question.

'Who are you and why are you a ghost?'; [turn to 277](#).

'What is this place?'; [turn to 13](#).

'Is there any treasure here?'; [turn to 266](#).

145.

Shoving the door open, you see the bodies of the dead bandits inside where you left them. They have not come back to life, or been raised as zombies. There is nothing else to do here, so you shut the door again and look elsewhere.

[Turn to 154](#).

146.

The tracks lead through the trees until you arrive at a rocky chasm, about five metres wide. It doesn't appear too deep, and a wooden bridge spans the ravine. The tracks continue on the other side. You start to cross over the bridge, which seems sturdy enough until you put your foot through a rotten plank. You fall through the hole and desperately try to find a hand hold.

Make a Reflexes check with a Difficulty Factor of 10

If you are successful, [turn to 268](#).

If you fail, [turn to 80](#).

147.

The well has rough sides, so you have some handholds as you descend. It is also narrow enough for you to be able to chimney down. In order to climb down the well:

Make a Climbing (Reflexes) check with a Difficulty Factor of 10

If you have any **rope** you can reduce the Difficulty Factor to 8.

If you succeed, you make it to the bottom of the well; [turn to 209](#).

If you fail, you fall down the well; deduct 1d12 Health Points (less two if you are wearing armour). If you are still alive, you are now at the bottom of the well; [turn to 209](#).

148.

The spectre vanishes with a soundless howl, leaving you alone in the chamber once more. Bearing in mind your quest for Lord Merek, note that you have killed an undead creature. Keep a tally of how many you kill.

A thorough search of this area reveals a large red gem inside the remains of one of the cupboards. It is a marvellous **Garnet** and must be worth 300 florins. Pleased with the treasure, you return to the hallway.

[Turn to 289.](#)

149.

As long as you have paid for a night at the inn, you can leave any extra items here and retrieve them when you visit the inn. Make a note in the space below of items that you are leaving here:

--

When you are done, [turn to 19.](#)

150.

☐

If the box above is ticked, [turn to 138](#).

If not, read on.

This room contains smashed wooden chairs, now rotten with age. Near the north wall, in front of a window, is a stone block about a metre high. The stone is worn with age.

Perhaps the stone block was an altar, and this room a chapel, back when the castle was inhabited. There are no other exits from the room. Searching through the broken furniture, you come across an old bag, possibly made of fine satin, but now discoloured with age. The top of the bag is tied shut but you can feel the weight of something inside. A large gem perhaps?

If you want to look inside the bag, put a tick in the box above and [turn to 240](#).

If not, you return to the hallway. [Turn to 52](#).

151.

The door opens to what once might have been a balcony overlooking the large room below. Now, however, the stone here has collapsed, taking the railings with them. It would be dangerous to linger in this area, as the broken stone could fracture further. After checking that there is nothing of value here, you return to the hallway.

[Turn to 51](#).

152.

'Are you sure you have explored enough?' asks Will. 'You might not be able to get back in again if the magic doesn't work.'

If you are sure you want to leave, [turn to 7](#).

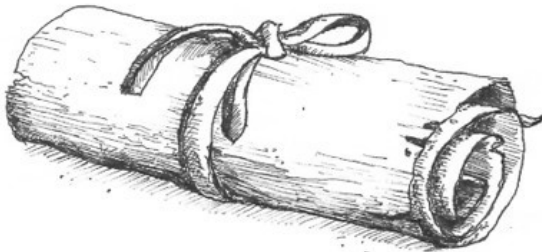
If you would like to explore further, [turn to 51](#).

153.

The old man has been defeated. You wonder if the wolves were under his control, and if so, what he was hoping to achieve. Maybe he was just a malicious old goat. Whatever, you search his cave and find a **Healing Potion**, a **Potion of Dexterity** (see DW page 139), a **ruby** worth 80 florins and two gold crowns.

Gain the keyword *Hermit*.

It is time to make your way back to Torvik; [turn to 203](#).



154.



You are standing in the middle of the courtyard of this ancient castle. To the west is the old keep, with double doors in the middle of the wall. To the north is a half-collapsed tower, while to the south is another tower, but this one intact. A wooden door is at the base of this tower. To the east is the gatehouse, with a flight of stairs against the outer wall climbing to the top. In the middle of the courtyard is a stone-walled well.

If the box above is not ticked, roll 1d6. If you 1-3, put a tick in the box and [turn to 15](#). If you roll 4-6, continue reading.

From here, you can:

Investigate the north tower; [turn to 12](#).

Try the door in the south tower; [turn to 131](#).

Climb up to the gatehouse; [turn to 254](#).

Enter the keep; [turn to 161](#).

Look down the well; [turn to 126](#).

Leave the castle and go back to the pass; [turn to 135](#).

155.

There is nothing else to be found in the ruined larder. You don't want to risk being infected by the fungus from the undead lying on the floor, so you leave this place quickly and return to the hallway.

[Turn to 228](#).

156.

You cautiously lift the lid on the chest; the rope goes slack and the log sways a little, but nothing untoward happens. Disappointingly, all the coins in the chest are copper pennies, and you count 38 of them. You do manage to find a small **Tourmaline** worth 25 florins under the coins.

You wonder if this whole set up was an inexpertly constructed trap, or someone's idea of a practical joke. You take your treasure and return to the hallway.

[Turn to 52.](#)

157.



If the box above is ticked, [turn to 226.](#)

If not, read on.

The pots and pans hold nothing but dust and cobwebs and there is nothing hidden underneath the stone slab. You turn your attention to the fireplace and as you are poking around, you get a nasty surprise when a dark shape barrels out of the chimney towards you! At first you think it is a giant spider; its eight black legs propel a red-eyed head towards you. And then the soot is shaken loose and you see that beneath is a ghostly spider, which moves through the stone of the fireplace to attack you:

Phantom Spider (4th Rank) Attack 18, Bite (d6, 4) AF 2 Defence 6
Movement 15m (25m) Magical Defence 7 Evasion 4 Health Points 16
Stealth 19 Reflexes 12 Perception 12 (panoptical)

The phantom spider is fortunately not poisonous, but it does take only half damage from non-magical weapons.

If you win, tick the box above and [turn to 271.](#)

When you tell Agnes that you are here to help, she steps back inside and invites you in. The main room in the farmhouse is well looked after and as tidy as a working farm can be. Agnes sits at a table and bids you do the same.

'The wolves started attacking our sheep a few nights ago,' she says. 'Every night since, they have come, always a pair of wolves. Sometimes they catch a sheep, sometimes Amis - that's my husband - chases them off. They are a real nuisance.'

Amis himself appears. He is a strong looking fellow, with red skin from working outdoors. Agnes tells him you are here to help, at which point he shakes your hand and says 'Good to have you here. Let's get some food and then we'll hunt us some wolves!'

Dinner is served, a thick vegetable stew (restore two Health Points), and as evening draws in, Amis grabs an axe and leads you to the fields where his sheep are kept. 'I've tried bringing them into the barn overnight,' says Amis, 'but the wolves just came for them anyway.'

You settle down to wait for the wolves. As the sun sets you hear the baying of the canines; and then you see them. Two large wolves with slavering jaws bound across the fields from the tree line, although you are more interested in a shadowy figure behind the wolves that hangs back amongst the trees. Maybe later; the wolves are 20m away, so you have time for one Combat Round of ranged attacks (either magic or weapons) before they are close enough for hand to hand combat. You will have to fight them both at once (remember to split your Defence):

Wolves (2) (1st Rank) Attack 15, Bite (d4, 5) AF 0 Defence 3 Movement 12m (25m) Magical Defence 1 Evasion 3 Health Points 8 each Stealth 16 Reflexes 11 Perception 11 (elfsight)

Amis will attack as well, with Attack 11, Axe (d6, 5), Reflexes 10,

although the wolves will only attack you.

If you win, [turn to 115](#).

159.

Here is the room containing the various body parts accumulated over many years by the creature collectors. There is nothing else in here that you haven't already seen, so you return to the hallway.

[Turn to 51](#).

160.

☐

If there is a tick in the box above, [turn to 297](#).

Otherwise, read on.

A man with an axe strapped to his belt steps forwards. 'My name is Gorm. I'll go with you,' he says, 'for ten florins.' Gorm is a well built young man, wearing a thick leather jacket and sporting an impressive beard.

Decide if you want to pay this much. The hotblood will accompany you until he has fought in three combats (you can choose whether he fights or not). His stats are:

Gorm Attack 12, Axe (d6, 5) AF 2 Defence 5 Movement 10m (20m)
Magical Defence 3 Evasion 5 Health Points 8 Stealth 12 Reflexes 11
Perception 4 (normal)

During combat, opponents will only attack you (ignoring Gorm) but will split their DEFENCE as equally as possible between you and Gorm. If you decide to hire Gorm, put a tick in the box above.

[Turn to 19](#).

161.

The doors to the keep are old and warped, and take a bit of shoving to get them open. Once inside, you see that the floor is scattered with rubble. The ceiling has holes in it, which lets in enough light for you to be able to see by.

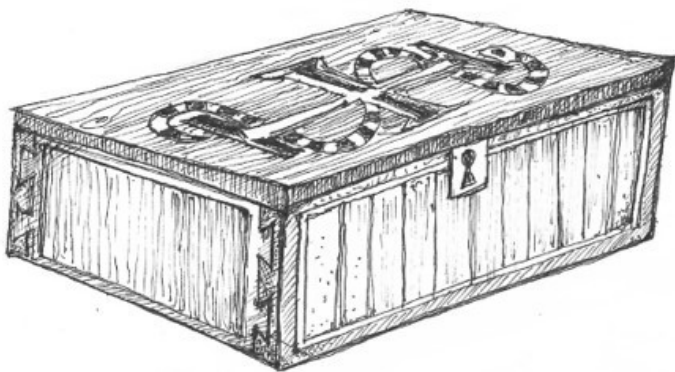
This room must have been a hallway connecting parts of the keep. You can see the remains of a faint mosaic pattern on the stone floor. There are some torn tapestries on the floor, but nothing worth taking. There are empty doorways to the north and south, and a closed door to the west.

If you want to go through the door to the west, [turn to 220](#).

If you want to head north, [turn to 150](#).

If you want to head south, [turn to 261](#).

If you want to head back into the courtyard, [turn to 154](#).





If the box above is ticked, [turn to 91](#).

If not, put a tick there now and read on.

Most of the rubbish in the room is just that; piles of spongy wood and broken masonry. You come across a large foul smelling nest of twigs and branches at the south end of the room and just as you are pondering on the whereabouts of its inhabitants, you hear a screech from above. Flying clumsily, two beasts are heading for you. They are hideous giant vultures with the faces of snaggle toothed old women; as they descend, their repulsive stench precedes them.

You ready yourself for battle, but first you must roll equal to or less than your Strength on 2d6 or suffer a -1 penalty to ATTACK and DEFENCE due to nausea from the smell of the vile creatures.

Harpies (2) (3rd Rank) Attack 13, Claws (d8, 4) AF 2 (7 vs non-magical weapons) Defence 4 Movement 8m (50m flying) Magical Defence 4 Evasion 4 Health Points 14 each Stealth 8 Reflexes 12 Perception 9 (elfsight)

You can position yourself behind the table so that the monsters can only attack you one at a time.

If you win but were wounded, [turn to 236](#).

If you win without suffering any wounds, [turn to 31](#).



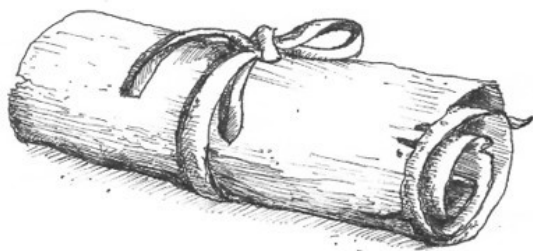
163.

In times gone by, this pass was used to travel between Albion and Thuland. Now, though, the pass is blocked by tons of rocks which must have tumbled down from the mountains many years ago. It might be possible for a single person to navigate over them, but otherwise the pass is effectively sealed off.

To the east side of the rocks, you see smoke coming from behind one of the larger pieces of stone. Could it be that there is someone up there, amongst the broken landscape?

If you want to investigate the source of the smoke, [turn to 211](#).

If you would rather look elsewhere, [turn to 135](#).



164.

☐

If the box above is ticked, [turn to 155](#).

If not, read on.

The larder is dark and the smell of mould very strong. Then, from behind a pile of shattered wood, you see a pale yellow phosphorescence and two creatures rise up to greet you.

The monsters before you are skeletons of long dead men, but the bones are covered in yellow fungi. The fungus men open their cracked jaws and whisper in hoarse voices.

Roll 1d20. If you roll less than your Psychic Talent, you must fight at -2 ATTACK and -1 DEFENCE in the following fight.

Continuing to utter the joys of their wretched afterlife, the pair of undead raise their rusty maces to attack:

***Fungus Men (2) (2nd Rank) Attack 13, Mace (d6, 5) AF 1 Defence 6
Movement 8m (15m) Magical Defence 6 Evasion 3 Health Points 12 each
Stealth 3 Reflexes 9 Perception 9 (panoptical)***

In the narrow confines of the larder, you can fight them one at a time.

Fungus men have AF 3 against spears, daggers and arrows. They are immune to any mind controlling spells.

If you win, tick the box above and [turn to 259](#).

165.

The herbalist sells the following herbs which you may find useful. The herbalist will accept coins or gems, but won't give change for gems.

Hawkweed; 35F - this increases your PERCEPTION by two for one PERCEPTION check.

Shepherd's Purse; 10F - stops wounds from bleeding and thus restores two Health Points.

Mugwort; 25F - this allows you to carry on fighting until you reach -3 Health Points.

Navew; 25F - this is an anti-toxin. After being eaten, you automatically pass the next Strength test you are asked to take due to being poisoned.

Bishop's Weed; 20F - this can be used to cure the Wasting Disease or the disease contracted from vampire bats. It can also alleviate the symptoms of other diseases by preventing the loss of Health Points or deductions from characteristic scores for one day.

When you have finished here, [turn to 203](#).

166.

You return to the office of the collectors. There is nothing in here that you haven't already seen, so you leave the room and squeeze past the body of the elk in the corridor. You go through the trophy room and head back up the stairs to the hallway.

[Turn to 51](#).

167.

As the boar falls to the floor dead, it starts to shimmer and become insubstantial. After a few moments, the boar has disappeared and in its place there lies a young man, covered in mud and leaves. He is also quite dead. There is nothing to be done for him, so you trek back through the forest and return to the village.

Remove the keyword *Hunter* and [turn to 203](#).

168.

The wooden slats of the bridge seem sturdy enough and the ropes holding the construction together are strong and secure. However, as anticipated, the gargoyle flies towards you, a vicious grin on its stone face. It picks up speed and dives towards you.

If you want to run back to the south end of the bridge, [turn to 201](#).

If you want to ready yourself for battle, [turn to 256](#).

169.

Despite the vile smell, you force the entire contents of the vial down. You are pleased to discover that the potion has wonderful healing properties; restore seven Health Points. Now [turn to 78](#).

170.

Wary of the trapped secret door, and with the likelihood of finding anything else useful here very slim, you decide to retreat to the kitchen.

[Turn to 111](#).

171.

'I am saddened,' says Edward, 'to see that you have not yet managed to retrieve the blessed hair of Saint Hilda. But God does test us, does he not? I must have faith that you will be successful in your quest.'

There seems to be nothing to say to this, so you exit the church. [Turn to 203.](#)

172.



If the box above is ticked, [turn to 246.](#)

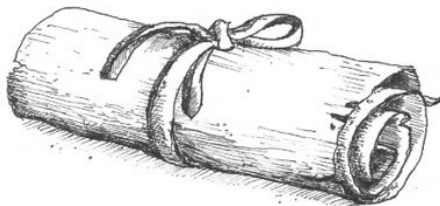
If not, put a tick there now and read on.

The megaliths that make up the stone circle stand taller than you. Between each pair of stones, a carved stone slab covers the tops, forming archways which you wander in and out of. You marvel at the effort needed to erect such a monument.

You recall stories of this ancient structure, called the Long Maidens. Legend says that, if the angle is just right, you can observe the moon through one of the archways. Furthermore, if it is a full moon, the archway becomes a gateway to another time and place. Tonight is a full moon.

If you want to wait here until nightfall, [turn to 71.](#)

If you want to head back to the path, [turn to 29.](#)



173.

You dive into the river and immediately begin to regret your decision. It is freezing cold and fast moving. The water carries you through the opening in the south wall and through a narrow tunnel before opening out several metres above the floor of another cavern. The water plunges down into a whirling pool on the cavern floor.

Make a Reflexes check and a Strength check, both with a Difficulty Factor of 12

If you succeed at both, you suffer 1d4 Health Points of damage and are washed up on the banks of the river. [Turn to 139.](#)

If you fail one of the checks, you suffer 2d4 Health Points of damage; if you fail both, you suffer 3d4 Health Points of damage. If you are still alive, the river carries you along and into another tunnel, heading south [Turn to 74.](#)

174.

The room is exactly like you left it, except for a white rodent that peers at you with beady eyes before running off.

With nothing further to be gained here you return to the hallway.

[Turn to 52.](#)

175.

With the oversized rodent taken care of, you make a thorough search of the room and find 30 florins in a small box under the bed. The furniture is of no interest to you, so you leave the bedroom and return to the hallway.

[Turn to 35.](#)

176.

You report your success under the castle to the servant, who ushers you in to see Lord Merek, who is once again poring over some parchments.

You tell Lord Merek about your adventures in the dungeon under the castle, and he seems very pleased.

'Superb work,' he says. 'As I said before, we are short on funds, but perhaps this might be some reward?' Lord Merek presents you with a parchment, upon which is written a decree that you be afforded all courtesy in the village of Torvik. You need not pay for lodgings at the inn when you present this scroll. You are also granted the title **Champion of Torvik** and an award of six experience points.

After a celebratory glass of brandy (restore two Health Points), you bid Lord Merek good day.

[Turn to 203.](#)

177.

You awaken to find yourself lying in the damp grass inside the circle of the Long Maidens. Surprised to be alive at all, you check yourself over, wondering if you have been dreaming.

Restore your Health Points up to half (rounded down) your normal maximum.

You shake your head and head back towards the path between the village and mountains.

[Turn to 29.](#)

178.

Amis is working in the field and Agnes is cleaning pots when you visit the farm again. Although both are pleased to see you, they are obviously very busy and so you leave them to it. [Turn to 203.](#)

179.

You are in a tunnel under the mountains which heads west to east. You can hear small rodents scurrying about, and water dripping from the roof above you. To the north, there is a smaller side tunnel, which ends at a pile of rocks.

If you want to head west, [turn to 252.](#)

If you want to head east, [turn to 11.](#)

If you want to investigate the dead end, [turn to 81.](#)

180.

The trapped beast lies dead. It is a squeeze, but you can probably get past it to the door at the west end of the short corridor.

'The door here,' you say, indicating the door you have just come through, 'must have been open for the elk to get through here.'

'Most likely,' replies Will, 'and perhaps the tiger inadvertently closed the door when trying to reach it. These animals are magnificent specimens aren't they? Or rather, they were.'

If you want to go through the door to the west, [turn to 65.](#)

If you want to head back up the stairs to the hallway, [turn to 51.](#)

181.

The kitchen remains as dirty as before. You glower at the empty vial of poison before returning to the hallway.

[Turn to 35.](#)

182.

'Fair enough,' says Will. 'I'll hang around the castle for a bit, and if you want to go with me into the lower dungeons, you can find me and let me know.'

Gain the keyword *Hallway*.

Will makes his farewells and heads off towards the castle, while you consider what to do next.

[Turn to 135.](#)

183.

As you ascend, the path becomes narrower until you are walking along a crumbling ledge along the side of the steep cliff face. You have a brief moment of panic when you slip as the rock beneath you falls away, but pull back in time and reach the cave entrance safely.

Looking inside the cave, you see that it extends back a few metres before two natural tunnels head off further into the mountain. You will need a light source (such as a lantern, or magical means of producing light) to explore further.

If you don't have a light source (or don't want to use it), you will have to descend to the pass; [turn to 135](#).

If you do have a light source, you can either:

Take the northern tunnel ([turn to 103](#)), or

Take the southern tunnel ([turn to 133](#)).

184.

<input type="checkbox"/>	<input type="checkbox"/>
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If one of the boxes above is ticked and you have a **hawk's feather** and want to give it to the old man, put a tick in the second box above and [turn to 282](#).

If not, but one of the boxes above is ticked, [turn to 32](#).

If both boxes are ticked, [turn to 237](#).

Otherwise, tick one of the boxes and read on.

'Hello old man!' you call out.

'Old I may be,' he says, 'but I could still beat your backside if I wanted.'

'Ha! I like your spirit,' you reply. 'What are you doing up here, in the middle of nowhere?'

'See this hat?' he says, pointing to his oversized headgear. 'Fur from a bear I caught. This coat? Skin from an elk I tracked down.' He fetches a large sigh. 'All that's behind me now, though. Too old, as you say. There's just one last animal trophy I'd like to have, but never managed to catch. Feathers from a death hawk. Make a fine addition to my hat.'

If you have a **hawk's feather** and want to give it to the old man, put a tick in the second box above and [turn to 282](#).

Otherwise, [turn to 50](#).



185.

'Please, my good fellow,' you say, 'I would be delighted.'

Robin dances a merry little jig and then vanishes in a puff of smoke. A squealing pink pig stands in his place. The pig roots around on the ground, as if looking for food, and then bursts into a ball of fire. You shield your face with your arm, but the fire gives off no heat. When you look again, Robin is standing in front of you.

'A merrier hour was never wasted,' says Robin.

If you want to tell him that you enjoyed the illusions, [turn to 6](#).

If you want to tell Robin that his magic was terrible, [turn to 272](#).

186.

You find yourself in what was probably the dining room for the inhabitants of the underground area. There is a long wooden table in here, with broken chairs surrounding it; above the table there is an empty and rusted chandelier suspended from the ceiling. There is a sideboard against one of the walls, upon which there are some cracked plates and tarnished cutlery. Everything in this room is covered in a thick layer of dust. Doors lead east, back to the hallway, and west.

If you want to make a thorough search of this room, [turn to 193](#).

If you want to go through the door to the west, [turn to 111](#).

If you want to head east, back to the hallway, [turn to 119](#).

187.

☐

If the box above is ticked, [turn to 33](#).

If not, read on.

The chasm narrows and comes to an end after fifty metres or so. Scattered on the rocky floor like ragdolls are several desiccated corpses, quite possibly victims of the gargoyle above. None of the bodies stirs; they are long dead and staying that way.

If you want to search the bodies, put a tick in the box above and [turn to 294](#).

If not, you return to the centre of the chasm; [turn to 85](#).

188.

You show Harold the ring you found on the witch's helper, and his eyes widen. 'Yes, that's the ring the murderer had! Where did you find it?'

You tell him about your encounter in the forest and describe the man you killed.

'Yes, that was him. Take this ring to show Lord Merek and maybe he'll give you a reward. I see that the ring has been damaged, pass it here and I'll repair it for you for a measly ten florins.'

Remove the keyword *Hanging* (if you had it) and gain the keyword *Hideout*.

If you have ten florins and want Harold to repair the ring, [turn to 84](#).

If not, [turn to 300](#), but make a note of reference 84 should you decide you do want Harold to repair the ring at a later time.

189.

The door opens easily into a room which has shelves lining three of the walls. On the shelves are ancient pieces of equipment; rusted axes, mildewed cloaks and scrolls that crumble when you touch them. This must be where the creature collectors armed themselves before heading out to the wilderness, but now there is nothing of use here. You and Will leave this room to explore elsewhere.

[Turn to 51.](#)

190.

You cut the rope easily and the log immediately crashes down. You are ready for this and easily avoid it, but the log smashes into the chest, breaking it open and scattering its contents about the room.

Alert and ready for danger, you scan the room but see that there is no danger; just the scattered coins around the room. Disappointingly, all the coins are copper pennies, and you collect 38 of them. You do manage to find a small **Tourmaline** worth 25 florins.

You wonder if this whole set up was an inexpertly constructed trap, or someone's idea of a practical joke. You take your treasure and return to the hallway.

[Turn to 52.](#)



191.

You stand at the south end of a bridge made of rope and slats of wood which spans a wide chasm. To the north, you can see the bridge leads to another hallway. To the south is the first hallway in this part of the dungeon.

Looking down, you can just about see the bottom of the chasm; it must be nearly fifteen metres deep. As you are wondering what to do, you notice movement across the chasm and see a stone gargoyle flapping its stubby wings as it flies over the bridge. You will have to contend with this monster if you are to cross the bridge.

If you want to cross the bridge, [turn to 168](#).

If you want to climb down the chasm, [turn to 69](#).

If you want to head south, [turn to 119](#).

192.

The path is narrow and choked with weeds. It turns this way and that, and the light is poor as the trees crowd together overhead. The sounds of birds fall away until you are left in an eerie silence. Eventually the path opens out into a clearing, which at least is a little brighter, but it still looks a dismal area.

Two creatures are stood in the clearing. They are stocky humanoids, with bark-like skin, and dressed only in kilts made of woven plant fibres. They carry bronze spears, whose tips glisten in the poor light.

The creatures growl at you and move forward threateningly.

If you want to run back along the path and out of the forest, [turn to 275](#).

If you want to fight, [turn to 285](#).

193.

A search through the sideboard shows nothing more than what you have already seen. The crockery is made from ceramic, and the cutlery is just iron. Whoever ate here obviously had to make do with basic tableware.

If you want to go through the door to the west, [turn to 111](#).

If you want to head east, back to the hallway, [turn to 119](#).

194.

Here you reach the cave where you killed the mighty cockatrice. Its body is still here, and has not even been picked over by scavengers.

If you have an **empty glass jar**, you can fill this with blood from the monster; cross off the **empty glass jar** from your Character Sheet and replace it with **Cockatrice Blood**.

Otherwise, there is nothing else to do here, so you consider which exit to take of the two heading west.

If you want to take the northernmost tunnel, [turn to 179](#).

If you want to take the southernmost tunnel, [turn to 133](#).

195.

Bearing in mind your quest for Lord Merek, note that you have killed an undead creature. Keep a tally of how many you kill.

Resuming your search of the rooms, you come across the ghoul's treasure stash; some gold and silver **jewellery** in the form of necklaces, earrings and bracelets, worth 80 florins in total and counting as one item for encumbrance. None are magical, alas.

There is nothing else in these ancient rooms, so you return to the hallway.

[Turn to 119](#).

196.

The blacksmith puts his tools down for a moment. 'Oh, did I tell you about the cave up in the mountains?' asks Harold. 'If you're going exploring up there, there's a nice little cave that's perfect for camping in.'

Harold hasn't heard anything else of interest, so [turn to 300](#).

197.

☐

If the box above is ticked, [turn to 288](#).

If not, read on.

The door opens to reveal a large chamber which contains the remains of lots of furniture - tables, chairs, cupboards are all scattered around. All of it is now useless, and all of it is covered in a layer of dust. A fine red rug lies in tatters under all of this chaos.

You are considering whether to search through the wreckage when a ghostly figure emerges from the air around you. The spectre is that of an old man, and he looks furious.

You are subject to a Fright Attack of 1d6 intensity. If the Fright Attack succeeds, you are frightened to death, and your adventure ends here! If the Fright Attack fails, you must now fight the spectre:

***Spectre (8th Rank) Attack 19, Touch (d12, 5) AF 0 Defence 12
Movement 12m Magical Defence 11 Evasion 4 Health Points 14
Stealth 18 Reflexes 9 Perception 13 (darkvision)***

The spectre cannot be harmed by non-magical weapons or physical spells. If you do not have a magical weapon or suitable spells to harm the spectre, it gloats as it drains the life from your body.

If you win, put a tick in the box above and [turn to 148](#).

198.

'They're only carrots, you know,' says the man, still smiling. 'They're not going to hurt you.' Maybe, you think, but what if they are parsnips? Decidedly dangerous vegetable, parsnips.

'I saw you coming from the direction of the village,' says the gardener. 'Is that where you're from?' You make a noncommittal reply and then see him drawing his sword. 'You'll not take me back there!' he cries suddenly. Whoever he thinks you are, you must now defend yourself:

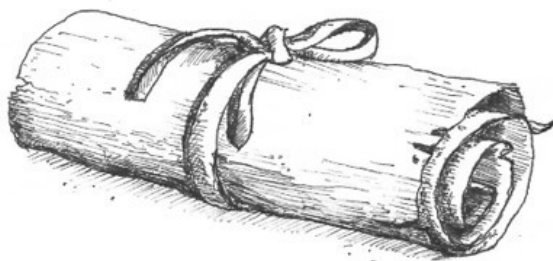
Gardener (4th Rank) *Attack 16, Shortsword (d8, 3) AF 0 Defence 7 Movement 10m (20m) Magical Defence 6 Evasion 6 Health Points 12 Stealth 21 Reflexes 14 Perception 11 (normal)*

If you win, [turn to 274](#).

199.

The remains of the old adventurer are still here; they have not animated to continue treasure hunting. With nothing else to do here, you return to the junction.

[Turn to 179](#).



200.

You are standing on the outskirts of the ancient Fenring Forest. To enter the forest, choose one of the paths described below. You cannot choose one that has a tick in the box next to it. When you choose a path, put a tick in the box before turning to the next reference.

- ☐ A wide path that is lined on either side with beautiful bright blue flowers. [Turn to 14.](#)
- ☐ A path that leads over a fallen tree trunk before heading into an area thick with deciduous trees with broad leaves. [Turn to 214.](#)
- ☐ A dark narrow path that twists and turns through the trees. [Turn to 192.](#)
- ☐ A path that you can see leads almost immediately to a clearing with moss covered trees surrounding it. [Turn to 215.](#)

If you have explored all of these options, or have finished for now, you return to the village; [turn to 203.](#)

201.

You race back to the south end of the bridge. Just in time! The gargoyle narrowly misses you, but you arrive safely, although the bridge does sway alarmingly. The gargoyle hovers above the bridge, not attacking but seemingly happy to wait for you to attempt the crossing again.

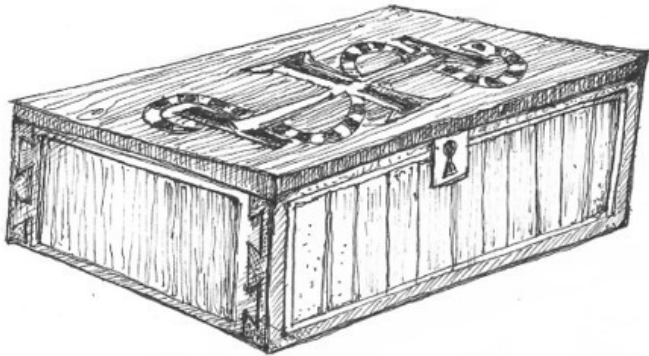
[Turn to 191.](#)

The bats' eyes flick open and it only takes a moment before they realise that there is an intruder in their home. They unfurl their black membranous wings and fly down to attack with their sharp teeth:

Vampire Bats (2) (2nd Rank) Attack 11, Bite (d3+3, 1) AF 0 Defence 9 Movement 1m (20m flying) Magical Defence 2 Evasion 6 Health Points 1 each Stealth 16 Reflexes 11 Perception 15 (panoptical)

If you are wounded, roll 4d6. If you roll higher than your Strength score, you have been infected and now suffer from a disease which turns your skin deathly pale and also gives you an aversion to sunlight. In future, if you fight while outside, you must deduct 3 from your ATTACK score. If you roll less than or equal to your Strength score, you are unaffected.

If you win, [turn to 267](#).



203.

You are in the centre of the village of Torvik. To the west is the manor house, an old stone building with a thatched roof. South of the village square a blacksmith's forge glows brightly from another stone building, while to the north is a wooden church with a large cross hanging from its roof. Market stalls are set up around the perimeter of the village square, displaying items for sale. Light and voices spill out from the open doors of the village inn, The Unfortunate Mountain.

While in Torvik, you can:

visit the inn; [turn to 19](#).

visit the blacksmith; [turn to 300](#).

enter the church; [turn to 45](#).

trade at the market; [turn to 70](#).

go to the farm where you saw the wolves; [turn to 280](#).

visit the manor house; [turn to 250](#).

If you want to travel further afield, you can:

head south to Fenring Forest; [turn to 3](#).

head north to the Pagan Mountains; [turn to 29](#).



204.

The boxes are years old and don't take much effort to open, although most of them don't contain anything you consider valuable; parchment that turns to dust as soon as you touch it, samples of rocks and some fossilised seeds.

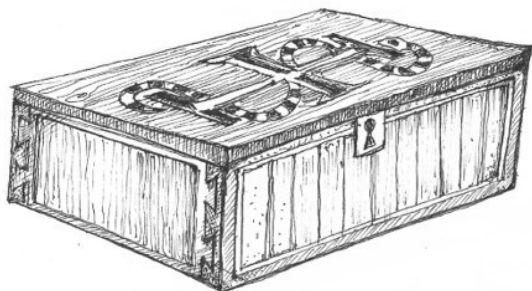
Eventually you find three glass vials with wax stoppers. These are potions: a **Healing Potion**, a **Vial of Smoke** and a **Dust of Transformation** (Snow Tiger - use the statistics for a Sabre Tooth Tiger DW page 251). Will is happy to split this treasure so that you take two of the potions and he takes one. Decide which two you want and give the other to Will.

There is nothing else to find here, so you head back through the door to the previous room; [turn to 25](#).

205.

Searching through the rooms, you come across the corpse of the ghoul, still dead and now looking even worse than before. However, you do not find any more treasure, so you return to the hallway.

[Turn to 119](#).



206.



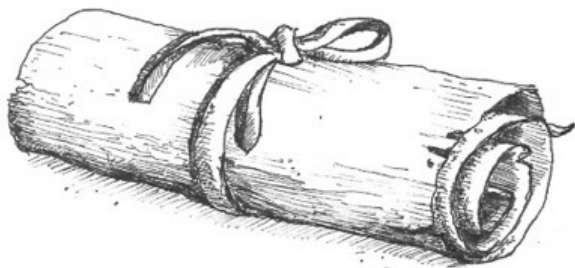
If the box above is ticked, [turn to 77](#).

Beyond the door is a small bare room. A thick chain is secured to the floor in the middle of the room; the chain is wrapped around the body of a huge snake. The snake has yellow scales, with a zig zag of brown scales along its back. The snake is asleep at the moment, having fed quite well on the body of the dead murderer that lies ravaged before it. The snake seems to have bitten off the man's head. In the corner of the room, behind the snake, is a wooden box.

If you are in *mist form* and want to examine the wooden box, [turn to 283](#).

If you are not in *mist form* want to examine the wooden box, put a tick in the box above and [turn to 269](#).

Otherwise, you close the door and return to the passage; [turn to 10](#).



The stairs lead down to a vaulted stone walled chamber beneath the keep. The remains of old tapestries lie on the floor; whatever they depicted has long since been lost to time and decay.

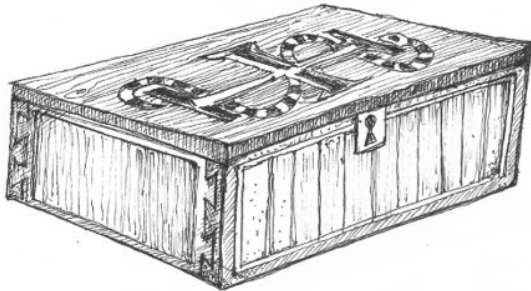
There are two doors from this chamber, one in the west wall and one in the north wall. Both are solid wooden affairs without any signs of rot. They are both studded with iron and fit snugly into their frames. Both have runic engravings carved upon them, although the designs are not ones you are familiar with and you can't decipher them. Testing each in turn, you discover that they are locked fast.

If you have the keyword *Hallway* and want to pursue this now, [turn to 96](#).

If you have the keyword *Handle* and want to try this to open one of the doors, [turn to 60](#).

If you want to try magic or brute force to open the doors, make a note of what you are going to do (which spell you are casting or if you are charging the door or battering it with an axe) and [turn to 136](#).

If you would rather head back up the stairs to the hallway, [turn to 228](#).



208.

The red haired woman snatches the reins on the wolves and they head to the right of the trees, dragging the sledge after them. However, the track here is particularly rocky and the sledge bounces up and down after hitting concealed rocks. You grimly cling on.

Make a Strength check with a Difficulty Factor of 12

If you succeed, you are jolted about but are otherwise fine.

If you fail, you are thrown around the sledge and bang your head; lose two Health Points.

If you are still alive, the track smooths out and you continue onwards.

[Turn to 108.](#)

209.

At the bottom of the well, you find that there is an underground river, just as you thought. It rushes along through iron grates set into the stone, meaning that you can't explore any further here. Wedged into one of the iron grates, though, you do find an untarnished **silver dagger** worth 30 florins.

Now you face the task of climbing back up the well.

Make a Climbing (Reflexes) check with a Difficulty Factor of 10

If you have any **rope** you can reduce the Difficulty Factor to 8.

If you succeed, you make it to the top of the well and back to the courtyard; [turn to 154.](#)

If you fail, you fall down the well; deduct 1d10 Health Points (less two if you are wearing armour). If you are still alive, you must keep trying until you either succeed or your Health Points are reduced to zero. If you eventually succeed, [turn to 154.](#)

With the beast defeated, you turn to Will, 'I thought you said the animals down here were stuffed,' you say reproachfully.

'Ah, well, I might have bent the truth a little,' he answers, 'but I thought they would be frozen.'

'What are you talking about? It's not that cold down here,' you retort.

'Many years ago,' replies Will, 'there were a group of wizards and hunters who lived beneath the castle. They were interested in animals, and went on expeditions to see them in their natural habitats. But they went one step further, and used their magic to freeze the animals in time. They used more magic to have them transported here to their dungeons, where they could admire their trophies and study the animals, taking measurements and so on.'

'That bear was clearly not frozen in time,' you say.

'Ah, well,' continues Will, 'maybe the magic holding them in place was dispelled when these two unfortunates managed to get in?' He indicates the two dead bodies.

You shrug and turn your attention to the two dead men. They are dressed in mail and battle axes lie by their sides. Neither carries any treasure. Wondering why the door to this area was locked if this pair managed to get in before you, you find it has swung shut and is again locked.

'Don't worry. The door is opened by a simple latch from this side,' says Will. Indeed, you see it is. You turn your attention to the hallway around you.

[Turn to 51.](#)

211.

The stone here is broken by falling from the mountain, and weathered over time. There are plenty of handholds and it shouldn't be too difficult to climb. In order to climb the broken rocks:

Make a Climbing (Reflexes) check with a Difficulty Factor of 10

If you have any **rope**, you can reduce the Difficulty Factor to 8.

If you fail, you fall to the bottom of the rocks; lose 1d6 Health Points (reduced by two if you are wearing armour) and [turn to 163](#).

If you succeed, you climb the rocks without incident.

If you were climbing up the rocks, [turn to 27](#).

If you were climbing down the rocks, [turn to 163](#).

212.

As you cast your spell, the motes of light gradually disappear and the body of the boar starts to shimmer and become insubstantial. After a few moments, the boar has disappeared and in its place there lies a young man, covered in mud and leaves. Under the muck you can see that his quite handsome, with a short black beard and neck length hair. He looks at you as he pulls himself into a sitting position. [Turn to 102](#).

213.

The prickling sensation is debilitating in some way; you are shedding no blood, but feel weaker. Lose one Health Point. Looking around the clearing sheds no light on what is causing this strange feeling.

If you want to stay in the clearing to investigate further, [turn to 110](#).

If you want to leave this clearing and go back out of the forest, [turn to 200](#).



214.

Along the path you see small mammals running about and birds flitting to and fro amongst the branches. As you round a bend, you see ahead of you a strange creature sitting on a fallen branch. It has a pair of spiral horns protruding from its head, furry legs and its feet are cloven hooves. When he sees you, he leaps up and addresses you.

'I am that merry wanderer of the night,' says the creature. You point out that it is daytime, and he was actually just sitting down.

'Follow me, then,' he says. 'to plainer ground.'

If you want to continue this conversation, [turn to 185](#).

If you would rather leave him and go back the way you came, [turn to 200](#).

If you want to attack the creature, [turn to 230](#).

215.

The path doesn't go far into the forest before it ends at a clearing. There appears to be no other paths leading from here that you can see. The trees around the clearing are covered in a dark green moss, and interestingly, it doesn't just grow on the north side of the trees. At the bottom of one of the trees you can see an angular shape, again covered in moss.

As you gaze around the clearing, you feel a prickling sensation on the back of your neck.

Make a Psychic Talent check with a Difficulty Factor of 12

If you succeed, [turn to 132](#).

If you fail, [turn to 213](#).

216.

The magnificent white tiger crashes to the ground, dead.

'That was a tough one,' says Will. 'I think this room must be where the collectors kept their trophies, on these pedestals.'

There is no treasure in here with the room being empty apart from the plinths. Turning your attention to the door that the tiger was pacing in front of, you hear a grunting noise coming from behind it. Maybe another animal managed to get through the door and became trapped?

If you want to go through the door, [turn to 40](#).

If you want to head back up the stairs to the hallway, [turn to 51](#).

217.

The intestine is years old, but has been preserved in the green fluid.

Nevertheless it is a trial trying to eat it, as it still tastes vile.

Roll 4d6. If the total is equal to or less than your Strength score, you force the intestine down and you automatically pass the next Strength test you are asked to take due to being poisoned. If you roll greater than your Strength, you vomit the whole lot up; lose one Health Point.

Will watches all this with amusement. There is nothing else to be found here, so you return to the hallway.

[Turn to 51](#).



218.

Amazingly, the boar is thinking like a human! The boar tells you that his name is Emeric but has been transformed into this monstrous form. This is the missing son of the baron! He tells you that one way to dispel the enchantment is to wound him with a weapon made of iron, like a sword. You are doubtful about hurting him, but he tells you that he will be fine as long as you don't actually kill the boar body. With that, the boar charges towards you; it looks like you have no choice in the matter!

White Boar (5th Rank) Attack 19, Gore (d8+1, 6) AF 2 Defence 5
Movement 10m (20m) Magical Defence 0 Evasion 4 Health Points 28
Stealth 11 Reflexes 10 Perception 8 (normal)

As soon as you inflict 15 Health Points of damage on the boar with a weapon made of iron (staves, cudgels, slings and weapons made specifically of silver are not made of iron), [turn to 104](#).

If you kill the boar, [turn to 167](#).

219.

You follow the path with the brightly coloured flowers around it until you reach the witch's hut. There is no sign of the dead murderer that you left in the garden. You bang on the door until the old crone opens up.

'Have you got what I want?' she barks.

If you have got some **Cockatrice Blood** and want to give it to her, [turn to 24](#).

If you haven't got any **Cockatrice Blood**, or don't want to give it to her, [turn to 48](#).

If you want to attack the hag, [turn to 83](#).

220.

You open the door cautiously and find that it leads to another hallway, this one narrower than the first. This hallway is empty, save for an empty armour stand in one corner. The mosaic floor pattern continues into this hallway, but is worn and covered in dust. Just like the entry hallway, empty doorways lead north and south, and a closed door is on the west wall.

There is a very mouldy smell from the north doorway. From behind the door to the west, you can hear rustling which sounds like birds flapping their wings.

If you want to go through the door to the west, [turn to 125](#).

If you want to head north, [turn to 251](#).

If you want to head south, [turn to 109](#).

If you want to head back east to the entry hallway, [turn to 52](#).

221.

You plunge into the fast moving river. It is shockingly cold, and you are swept downstream at a fast pace. It is all you can do just to avoid being dashed unconscious on the rocky banks of the underground river.

Make a Reflexes check and a Strength check, both with a Difficulty Factor of 15

If you succeed at both, you are swept along until eventually the river slows as it exits the mountains. [Turn to 122](#).

If you fail one of the checks, you suffer 1d8 Health Points of damage; if you fail both, you suffer 2d8 Health Points of damage. If you are still alive, you eventually struggle free as the river slows. [Turn to 122](#).

222.

The clearing has spots of blood around, and a clearly defined path leading from it where it looks like a large animal has crashed through the undergrowth. It would not be difficult to follow the tracks. There is another path from the clearing but this appears to be less well used.

If you want to follow the tracks, [turn to 146](#).

If you want to try the other path, [turn to 293](#).

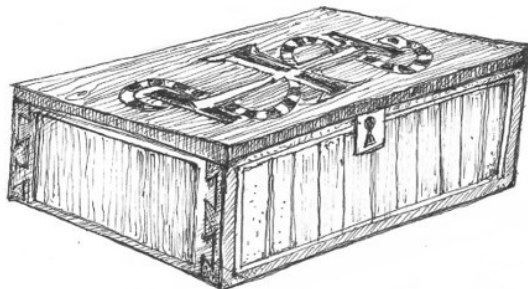
223.

'Calm down, old mother,' you shout. 'I'll fetch you this blood of which you are so desirous.'

This seems to mollify the crone. 'Wait a minute then,' she says, and goes back inside. Moments later she reappears and hands you an **empty glass jar**. 'Put the blood in there,' she says, 'and make sure it is well stoppered. Only cockatrice blood, mind! Don't try and fob me off with anything else. You can clear off now, and don't come back until you've got what I want!'

Gain the keyword *Haemorrhage*.

The hag slams the door shut, leaving you standing outside. Shrugging to yourself, you head back the way you came. [Turn to 200](#).



224.

The castle is still an imposing building, although it has fallen into disrepair since the pass was shut off. As you walk up to the main gate, you see that it has long since come off its hinges and lies broken on the ground. The gatehouse itself is also damaged, but looks in no danger of collapse. The same cannot be said about the northern tower, which looks like it might fall down any minute. The tower on the south corner is in much better condition.

As you walk through the gatehouse, you inspect the rooms either side of the entrance but see that they are empty. Through the gatehouse, you see the keep, which is built right up to the mountain to the west. It too, has been damaged; only the first floor of the keep looks to have survived intact.

Once in the courtyard, you gaze around, wondering where to explore first.

[Turn to 154.](#)

225.

Following the track once more, you find it comes to an end in a large clearing. Sunlight streams through to illuminate a pile of ruins; possibly an old tower. All that is left now is a semi-circle of broken stone blocks. Standing in the middle of the ruins is a huge white boar. It is easily shoulder height, longer than you are tall and its tusks look razor sharp. On its flanks and head are red markings. It appears to be looking at you intently, and is dragging its front hooves in the dirt around it, as if trying to signal something.

If you want to attack the boar, [turn to 5.](#)

If you want to observe it and see what it does, [turn to 227.](#)

226.

Unless you particularly want to cart around a load of old pots and pans, there is nothing else to be found in the kitchen.

If you want to go through the door to the north, [turn to 124](#).

If you want to go through the door to the east, [turn to 186](#).

227.

The boar looks in your direction and then continues making marks in the dirt. You see that it appears to be drawing crude letters - is that an H and a L? Is the beast trying to communicate? Whatever it is doing, it starts to become frustrated and snorts at you.

If you can and want to cast Telepathy, [turn to 218](#).

If you can and want to cast Perception of Sorcery, See Enchantment or Detect Aura, [turn to 90](#).

Otherwise, [turn to 112](#).

228.

You are in a hallway in the keep of this once magnificent castle. The hallway is bare, anything useful having been taken many years ago. Just like the entry hallway, empty doorways lead north and south, and a closed door is on the west wall.

If you want to go through the door to the west, [turn to 125](#).

If you want to head north, [turn to 251](#).

If you want to head south, [turn to 109](#).

If you want to head back east to the entry hallway, [turn to 52](#).

229.

As the lych's life force is extinguished, the corpse starts to vanish until all that is left are his robes in a pile on the floor.

Gain the keyword *Hollow*.

A search of the room reveals a secret compartment which holds only a **Healing Potion**. However, the old **robes** the lych was wearing are of fine quality; should you be able to sell them, they would be worth 80 florins.

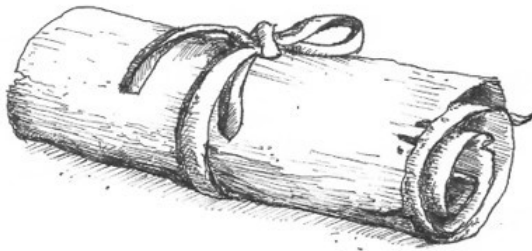
Having finished in here, you return to the hallway. [Turn to 289](#).

230.

As you prepare for attack, Robin adopts a comical expression of horror. And then, in the blink of an eye, he disappears. You search the area for the creature, but to no avail; he has gone. You notice that the birdsong has stopped, and there is no sign of the mammals scurrying around. It is also decidedly darker than before, as if it were twilight.

If you want to continue along the path, [turn to 291](#).

If you would rather leave and go back the way you came, [turn to 200](#).



231.

The door opens into a long, wide hallway which runs away from you to the west. Despite being under the mountains, it is clear that this is a man made area, with smooth stone walls and floor, and a curved ceiling. Fixtures depend from the ceiling, and in past times these probably held lanterns or other light sources.

Before you explore further, though, you must confront the beast that has noticed your entrance into the dungeon. It is a huge, white furred beast, with razor sharp claws. Its snout is covered in blood from its current meal - two dead bodies on the floor. As you enter the hallway, it roars and charges at you:

White Bear (6th Rank) Attack 17, Claws (d8, 5) AF 1 Defence 7
Movement 10m (25m) Magical Defence 3 Evasion 4 Health Points 26
Stealth 10 Reflexes 10 Perception 6 (normal)

If the bear rolls a critical hit, it has caught you in a bear hug for 10 Health Points of damage. Armour offers no protection against this.

If you win, [turn to 210](#).

232.

The bedroom is as you left it; same horrendous stench, same dead rat. You leave the bedroom and return to the hallway.

[Turn to 35](#).

You step through the silvery archway, feeling a tingling on your skin...

...and then you are standing aboard a sledge being pulled along at speed by four white wolves. Alongside you are two others, dressed like you are now in furs to ward off the biting chill of the wind. You are hurtling along a snow covered mountain pass, and your new companions don't seem alarmed when you appear. More snow falls from the sky around you, swirling in the wind.

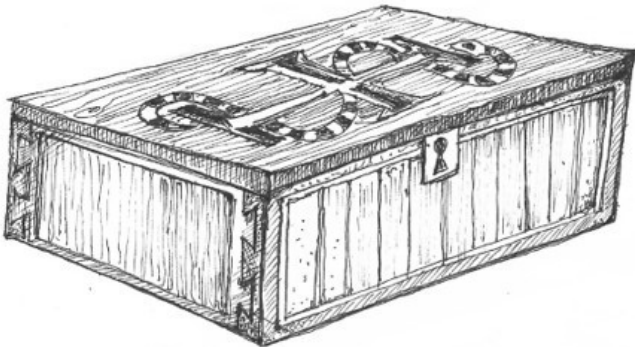
'Not far now!' shouts one, a woman with flame red hair and armed with a bow.

'Up ahead!' bellows the other, a well built man with a tattooed head and wielding a great axe. 'The path divides! Which way should we go?'

You can see that the path splits as it approaches a copse of conifers. It looks like you are to decide which way to go.

If you want to take the left branch, which heads upwards, [turn to 26](#).

If you want to take the right branch, which heads down, [turn to 208](#).





234.



If the box above is ticked, [turn to 25](#).

If not, read on.

The door opens to a large chamber which might once have been a meeting room for the collectors. The remains of a circular table, which has broken in half, stands in the middle of the room, and there are wooden chairs scattered around the room.

However, in the midst of this wreckage is the largest wolf you have ever seen! It has white fur, and its teeth, while crooked, look sharp. As you enter the room, it turns to you and emits an ear piercing howl before bounding at you to attack:

Winter Wolf (5th Rank) Attack 18, Fangs (d8, 6) or chilling breath (see below) AF 1 Defence 6 Movement 10m (30m) Magical Defence 3 Evasion 6 Health Points 28 Stealth 18 Reflexes 12 Perception 9 (panoptical)

The Winter Wolf breathes out a blast of gelid air in the first Combat Round. This has a SPEED of 12 and does 1d6+6 (less Armour Factor) Health Points of damage if it hits. It will then attack with its fangs for two Combat Rounds before this cycle of breath/fangs/fangs starts again.

If you win, put a tick in the box above and [turn to 72](#).



235.

What topic of conversation will you broach with the shrivelled undead?

If you want to tell him you are new here and are seeking his advice, [turn to 75](#).

If you want to tell him you are just visiting, [turn to 42](#).

If you want to tell him the truth about coming here to destroy the undead inhabitants, [turn to 248](#).

236.

The claws of the harpies are encrusted with filth, and they may have infected you. Roll 1d20; if the result is less than your Strength score, your hardy constitution fights the disease off and you suffer no ill effects.

However, if the result is equal to or higher than your Strength score, you have contracted the Wasting Disease, which causes a constant gnawing hunger and weight loss. In this case, roll 1d20 each day; if you do not roll less than your Strength score, you lose one Health Point and one from your Strength score. If you roll under your Strength, you are free of the disease and suffer no further ill effects, at which point your Strength score returns at the rate of one point per week.

Cursing the repellent creatures, you are forced to retreat back into the previous hallway before you are overcome by the horrendous stench from their corpses.

Gain the keyword *Harpy* and [turn to 228](#).

237.

'Hello again!' calls out the old man. You see he is still wearing his hat with the hawk feather stuck into it. 'Did I tell you about the time that I found a tiger?' he asks and then launches into a rambling story of his time hunting. Eventually, he stops talking and you bid him farewell before he regales you with more tales. Taking your leave of the old hunter, you make your way back down the rocks.

[Turn to 211.](#)

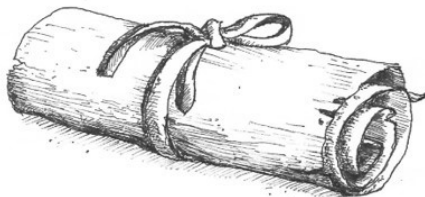
238.

Will leads you out of the inn and across the fields to the south of the village until you reach the outskirts of Fenring Forest. He ums and ahs for a bit until he seems to find what he is looking for.

'See this spot here?' asks Will as he points to a path leading to a clearing. 'This is where young Emeric was last seen. See all the broken branches and trampled ground? That's either a fight or the boar we were telling you about.'

You look around the clearing and see some splashes of blood on the trunks of the trees. At least he doesn't seem to be having you on or leading you on a wild goose chase. You thank Will and he returns to the village while you examine the area more closely.

[Turn to 222.](#)



239.

You are standing at a junction in a wide vaulted hallway. Empty torch brackets are placed at regular intervals along the hallway, and on the north wall you can make out faded paintings of men hunting various monsters including winged snakes and two headed wolves.

From here, you can head south, back to the chasm. To the east you can hear running water, while to the west the hallway turns a corner and heads north.

To head south, [turn to 22](#).

To head east, [turn to 88](#).

To head west, [turn to 289](#).

240.

Pulling the draw strings, you open the bag, only to be assaulted by a cloud of yellow mould that has been festering in the bag but which now bursts out.

Roll 3d6. If you roll equal to or less than your Strength score, you avoid any harmful effects. If you roll greater than your Strength score, you cough and gasp as you breathe in the mould; lose 1d4 Health Points.

If you are still alive, you discover that there is just a lump of old stone in the bag, not the precious gemstone you had been hoping for. You throw the bag to the floor in disgust and return to the hallway.

[Turn to 52](#).

241.



If the box above has been ticked, [turn to 196](#).

If not, put a tick there now and read on.

The blacksmith puts his tools down and scratches his beard.

'Just a few days ago, a merchant and his assistant came into the village. They stopped for a night, but in the morning there was a terrible scene. The pair must have had an argument, which turned to fisticuffs. Then the assistant drew a knife and stabbed the merchant! Before anyone could stop him, he vanished. Actually vanished, right before our eyes. Some reckon it was a magic ring he had, shaped like a snake.'

'Has he not been apprehended yet?' you ask.

'Alas not, what with the baron's men helping out at the abbey. I dare say the baron wouldn't mind too much if you caught the murderer. Horrible weaselly little man he was, barely bigger than a child, with greasy black hair.'

If you have a **Serpent Ring**, [turn to 188](#).

If not, gain the keyword *Hanging* and [turn to 300](#).

242.

Your persistence pays off. The stinging stops, and feeling the back of your neck, you find no further ill effects. Determined to find the source of this phenomenon, you examine the clearing more closely. It is then that you notice that the moss is now a bright green; you are certain it was darker when you entered the clearing.

If you want to pull the moss from the trees, [turn to 61](#).

If you want to leave this clearing and go back out of the forest, [turn to 200](#).

243.

You go through the door to reveal the chamber in the middle of which is the corpse of the white tiger. There is nothing else stirring in here, so you leave by one of the exits.

If you want to go through the door to the west, [turn to 40](#).

If you want to go up the steps to the hallway to the north, [turn to 51](#).

244.

A search of the bandits' clothing and bags produces 4 gold crowns and 45 florins. They also carry a key, which you discover is for the door to the tower. If you want, you can take a **battleaxe** (d8, 6) from the bandits.

Noticing that there are four beds but only two dead bandits, you leave the bodies in the tower and shut the door as best you can. It is time to look elsewhere.

[Turn to 154](#).

245.

'It does get quite lonely down here,' says the ghost, 'There's only Acerac, but of course he's mad and thinks he's still alive. I suppose you could count Jonthane, but he never talks to anyone. No doubt you have questions? Fire away, but I'm afraid my time with you is limited. I tend to fade away after a while.' What would you like to ask the ghost?

'Who are you and why are you a ghost?'; [turn to 277](#).

'What is this place?'; [turn to 13](#).

'Who are Acerac and Jonthane?'; [turn to 144](#).

'Is there any treasure here?'; [turn to 266](#).

246.

Here stand the Long Maidens, weathered by wind, water and time, but still magnificent. After wandering about the area for a while, you decide that nothing mystical is going to happen and return to the path.

[Turn to 29.](#)

247.

Agnes is once again waiting for you in the doorway when you arrive at the farmhouse.

'I don't see the point of adventurers myself,' she says, 'if they aren't prepared to help hard working people like us.' She might have a point.

If you want to help Agnes, [turn to 158.](#)

If not, you return to the village; [turn to 203.](#)

248.

The lych chuckles. 'Well I'm afraid you've wasted your time!' he says. 'You'll not find any undead down here, dear me no!'

He seems delusional. He doesn't seem to recognise that he is undead himself!

If you want to point this out to him, [turn to 287.](#)

If you want to change the topic and say you are just visiting, [turn to 42.](#)

249.

The door creaks open to reveal a dusty corridor heading away to the east. Doorways line both sides of this passageway, and a glance through some of these suggests that this was the sleeping area of whoever used to live down here; you see old bed frames, now empty of mattresses, and shattered trunks that probably once held changes of clothes.

If you want to make a thorough search of this area, [turn to 106](#).

If you want to return to the hallway, [turn to 119](#).

250.

☐

If the box above is ticked, [turn to 41](#).

If not, read on.

The manor house is built from white stone, no doubt quarried from the mountains to the north. Its thatched roof is in good condition and the shutters on the windows have been recently painted.

If you have the keyword *Harmony*, tick the box above and [turn to 30](#).

Otherwise, read on.

You knock on the door and after a while an elderly man answers. He gives you a cursory look up and down.

'The baron is not currently receiving visitors,' he says and shuts the door in your face. That appears to be the end of that conversation. There is nothing more to do here, so you return to the village square. [Turn to 203](#).

251.

A window in the northern wall illuminates the room beyond the doorway, which was evidently the kitchen. Broken shelves, cupboards and boxes litter the floor. Old pans hang from hooks in what remains of the ceiling. The smell of decay is very strong in this room, although surely most food here would have rotted away years ago.

To the north-east of the room is another doorway, which leads to a small room, possibly the larder. The musty smell in the kitchen is stronger from this doorway.

If you want to search the larder, [turn to 164](#).

If not, you return to the hallway; [turn to 228](#).



252.

The tunnel heads west, and you appear to have picked up a small companion; a rat runs alongside you for a while before disappearing into a crack in the tunnel wall. Ahead, you can see a chasm in the floor ahead of you. You can see the bottom, so it isn't too deep. It is a couple of metres wide, and you should be able to clear it with a running jump.

If you would rather turn around and take the other tunnel, [turn to 133](#).

If you want to try to jump over the chasm:

Make a Strength check with a Difficulty Factor of 12.

If you succeed, you leap over the chasm and continue onwards; [turn to 253](#).

If you fail, you don't manage to jump to the other side and fall into the chasm, taking 1d6 Health Points of damage (reduced by two if you are wearing armour). You then face the task of climbing out.

Make a Climbing (Reflexes) check with a Difficulty Factor of 10.

If you have any **rope**, you can reduce the Difficulty Factor to 8. If you fail, you fall to the bottom again, for another 1d6 Health Points of damage (less two for armour), and will have to try again (as long as you are still alive!). If you succeed, you climb out and can continue onwards; [turn to 253](#).

253.

You are now on the other side of the chasm in the tunnel which heads west, from the entrance, to east, further into the mountain.

If you were heading east, [turn to 179](#).

If you were heading west, [turn to 298](#).

254.



If the box above is ticked, [turn to 127](#).

If not, read on.

The steps leading up to the gatehouse entrance are cracked and strewn with broken pieces of stone but you ascend easily enough. At the top, an archway leads into the room above the gate, which is open to the sky above. You can see the remains of a winch, no doubt used to operate the now missing portcullis, and the floor of the room has small holes in it.

Parts of the walls of this room are missing. In the corner you see an old nest, but judging from its size, it must have been home to a rather large bird!

A new inhabitant has taken the nest for its home now though. As you are wondering what to do next, it crawls out from under the damp leaves and twigs. The huge centipede is half as long as you are tall and its black body is carried along by many yellow legs. Its orange antennae wave at you and its mandibles clack together threateningly.

If you want to fight the centipede, put a tick in the box above and [turn to 46](#).

If you would rather retreat down the stairs and back to the courtyard, [turn to 154](#).

255.

'Did I not make myself clear?' says the lych, standing once more and now getting noticeably angry. His voice now changes to a deep boom. 'I am not used to being disobeyed!'

He spreads his arms and crackles of energy arc between his hands. It looks like you have a fight on your hands.

[Turn to 68](#).

256.

The gargoyle is not interested in fighting you; it simply wants to knock you off the bridge. It flies straight towards you, hoping to bash into you with its horned head and send you over the side.

The gargoyle has a SPEED of 14 vs your EVASION. If it hits, you suffer (d6, 5) Health Points of damage, and you must then **Make a Strength check with a Difficulty Factor of 12.**

If you fail, you are knocked off the bridge; [turn to 53](#).

If the gargoyle misses, or you succeed on your Strength check, you remain on the bridge and dash to the north end; [turn to 22](#).

257.

Eventually, after opening the boxes only to find their contents decayed and useless, you think to search under the table. Fixed to the underside of the table you find a tube made out of bone; within the tube are two pieces of parchment and a small gem.

One of the parchments is a **Scroll of Armour** and the other a **Scroll of Mantlet** (DW page 84 for both spells). You can only use these if you are a Sorcerer.

The gemstone is a piece of **quartz** worth 50 florins.

While you have been searching the room, Will has also found some old coins hidden in a crack in the wall and seems rather pleased with his share of the treasure.

There is no other way through here, so you leave the room and squeeze past the body of the elk in the corridor. You go through the trophy room and head back up the stairs to the hallway.

[Turn to 51](#).

258.

This is the room where you killed the snake, which is still dead. There is nothing here you haven't already seen, so you return to the passage.

[Turn to 10.](#)

259.

The fungal spores from the undead may have infected you. Roll 1d10; if you roll a 1, the spores have found their way into your flesh and you must roll under your Strength score on 1d20 each day or lose 1d6 Health Points. This infection can only be cured by Miracle Cure or Purification or by succeeding on rolling under your Strength.

However, in the larder you do find 1 gold crown, 36 silver florins and a small **Carved Ivory** worth 30 florins.

Quitting this room of rot and mildew, you return to the hallway.

[Turn to 228.](#)

260.

Your possessions that you were carrying fall to the floor with a clatter as your body has now turned entirely into a grey mist. Make a note that you are now not carrying any items. Fortunately, you find that you can move along slowly in a sort of billowing motion. Note that you are currently in *mist form*. While in mist form, you cannot perform any actions other than movement (so you can't attack in combat, or cast spells), but you can slip through cracks under doors (so if you are given the option of opening a door, you can still go through).

Seeing as you can't try any of the other liquids, you return to the cellar passageway; [turn to 10.](#)

261.



If the box above is ticked, [turn to 174](#).

If not, read on.

The room through the doorway has been cleared of any old furniture and fixtures it might once have held and it is difficult to see what this area was used for. Maybe a room for the guards?

Now, however, there is a strange contraption set up in the middle of the room. A thick wooden log hangs upright from the floor, suspended by a rope which goes through a hook in the ceiling. From the hook, the rope then leads to a wooden chest, where it is tied to the handle. There are no other exits from the room.

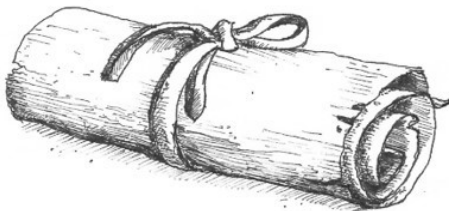
If you want to investigate this possible trap, put a tick in the box above and [turn to 62](#).

If not, you return to the hallway; [turn to 52](#).

262.

You enter the study of the chief collector again, but there is nothing more to be unearthed here that you haven't already found.

You head back through the door to the previous room; [turn to 25](#).





If you are in possession of the **Hair of Saint Hilda**, and want to hand the relic over to the priest:

if the first box above has been ticked, put a tick in the second box above and [turn to 290](#), or

if the first box above hasn't been ticked, put a tick in both boxes and [turn to 137](#).

If you are not in possession of the relic, or don't wish to hand it over:

If there is a tick in one of the boxes above, [turn to 171](#).

If there are ticks in both of the boxes, [turn to 2](#).

Otherwise, put a tick in the first box and read on.

You introduce yourself as you walk up the aisle to greet the priest. The man smiles broadly. 'Ah, I knew Abbot Stroud wouldn't let me down!' he says. You both sit on a pew and the priest, whose name is Edward, tells you about his predicament.

'It was the middle of the night, and cloudy, so there was no light to see by. I was having trouble sleeping, pondering on the differences of faith, and so I got up to clear my head. I lit a torch and wandered around the silent village, presently arriving here, at the church. The door was open! It is not normally locked, you see, but the latch should have kept the door closed. I started to investigate, when all of a sudden I was knocked flat on my back! After the initial surprise, I quickly got to my feet and saw two men, running north into the mountains. I shouted after them and gave chase, but I was still winded and they made good their escape. I returned to the church, expecting vandalism, but when I checked, I saw that the blessed hair of Saint Hilda was gone! I can only conclude that these men stole it.'

[Turn to 129](#).

264.

Whilst being in the form of a floating mist has its advantages, you are relieved that the effects of the potion are starting to wear off. You feel your body starting to coalesce around you, until once again you are eventually as solid as any person can be.

You are about to set off down the path when you realise that you are naked. You re- enter the hut to claim your possessions, treading carefully down the broken cellar steps and into the cauldron room. Fortunately, all your items are still there, so you re-equip yourself (regain all your items) before once again leaving the hut and heading back down the path.

[Turn to 200.](#)

265.

You are victorious against the giant snake. Stepping over its inert body, you go to examine the box in the corner and find a thick glove and some glass jars; one of the jars contains a viscous clear liquid.

You conclude that the hag kept the snake down here to milk it for its poison, which she stored in these jars. You can take the **poison** and apply it to your weapon if you want, which must be done at the start of combat and is one Combat Round action. If you do so, when you wound an opponent, roll 1d6. On a roll of 1 to 3, your opponent loses 1d6 Health Points; on a roll of 4 to 6, your opponent is automatically slain. The poison only works for the first wound you cause. There is enough in the jar for six applications.

Decide what you want to do with the poison and the return to the passage;
[turn to 10.](#)

266.

'A very forward question! We don't keep treasure down here, this is a research facility.' The ghost won't be drawn further on the matter.

If you have asked the ghost two questions, [turn to 86](#).

If not, you can ask him another question.

'Who are you and why are you a ghost?'; [turn to 277](#).

'What is this place?'; [turn to 13](#).

'Who are Acerac and Jonthane?'; [turn to 144](#).

267.

With the bats defeated, you are keen to leave this cave; the smell is becoming quite strong and you are starting to feel nauseous.

If you want to head north, to the entrance, [turn to 298](#).

If you want to head east, further into the mountain, [turn to 11](#).

268.

You manage to cling on to a sturdy beam and haul yourself back up onto the bridge. Proceeding more carefully, you arrive at the other side without any further incidents. [Turn to 225](#).



269.

As you walk across the room, you have to step over the chains that secure the snake in place. You will have to be careful not to make too much noise or kick the chains and wake the snake up.

Make a STEALTH roll on 2d10 (you need to roll equal to or less than your STEALTH score)

If you succeed, you manage to avoid waking the snake and can approach the box; [turn to 18](#).

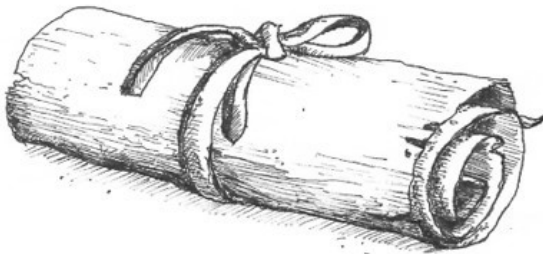
If you fail, the snake wakes up. It takes only a moment to fully rouse itself, and then it attacks you. [Turn to 296](#).

270.

'How dare you waste my time?' says the lych, standing up and now getting noticeably angry. His voice now changes to a deep boom. 'I am not used to such insubordination!'

He spreads his arms and crackles of energy arc between his hands. It looks like you have a fight on your hands.

[Turn to 68](#).



271.

Bearing in mind your quest for Lord Merek, note that you have killed an undead creature. Keep a tally of how many you kill.

With the spider dispatched, you resume your search of the fireplace, but all you find is soot. Withdrawing, no richer but definitely dirtier, you decide where to go next.

If you want to go through the door to the north, [turn to 124](#).

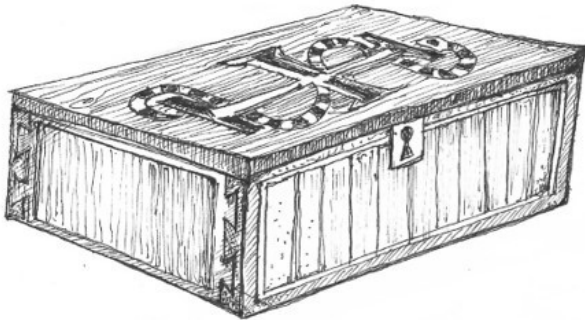
If you want to go through the door to the east, [turn to 186](#).

272.

'Lord, what fools these mortals be,' says Robin and once again disappears in a puff of smoke. This time he seems to have vanished for good. You notice that the birdsong has stopped, and there is no sign of the mammals scurrying around. It is also decidedly darker than before, as if it were twilight.

If you want to continue along the path, [turn to 291](#).

If you would rather leave and go back the way you came, [turn to 200](#).



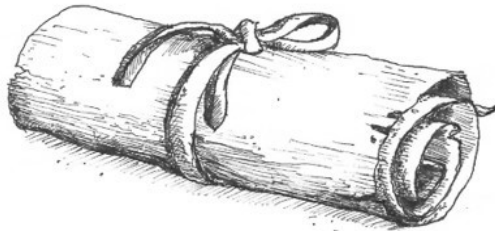
The interior of the tower is a single room, which looks like it is being used as someone's camp. There are four straw mattresses on the floor, some old but serviceable chairs, and a wooden chest. Opening the chest, you find some spare clothing and broken weapons. Tossing these aside, you discover a wooden box with a brass hasp. Engraved on the box lid are a cross and a snake.

Opening the box, you see inside a single strand of hair. This must be the relic that was stolen from the church! Note the **Hair of Saint Hilda** on your Character Sheet. While you carry the relic, you gain a +1 bonus to DEFENCE when fighting Hags and Undead.

There is nothing else of value in the tower, so you turn to leave. It is then that you see the doorway darkening as the occupants of the room return. Before you stand two bandits, obviously angry that you have broken in. They waste no time in discourse, but draw their weapons and attack:

Bandits (2) (2nd Rank) Attack 15, Battleaxe (d8, 6) AF 3 Defence 7
 Movement 10m (20m) Magical Defence 4 Evasion 5 Health Points 14 each
 Stealth 13 Reflexes 11 Perception 5 (normal)

You can fight them one at a time as they come in through the doorway. If you win, [turn to 244](#).



274.

The man drops to the ground, dead. A search of his dirty clothes reveals only 12 florins, and a silver ring in the shape of a snake; however, the ring must have been damaged, as there is a kink in it and it won't fit on your fingers. Note the **Serpent Ring** on your Character Sheet (it doesn't count as an item for encumbrance).

As you are looting the body, the door of the hut slams open and an angry looking old crone bursts through. She is dressed in a ragged black shawl, and her nose is hooked over a mouth with only two decaying teeth.

'What is the meaning of this?' screeches the warty old hag as she leans on a staff. 'Who's going to fetch me my cockatrice blood now you've killed my helper? Are you going to do it?'

How bizarre. She seems more upset that she won't get this blood sample than the fact you've killed her gardener.

If you want to volunteer yourself to fetch the cockatrice blood, [turn to 223](#).

If you want to attack the witch, [turn to 83](#).

275.

The creatures chase you to the edge of the clearing but go no further. Maybe they were guarding the clearing? With frequent glances over your shoulder, you head along the dark path until you reach the edge of the forest. [Turn to 200](#).

If you have the keyword *Harmony*, [turn to 28](#).

If not, but you have the keyword *Hunter*, [turn to 36](#).

Otherwise, read on.

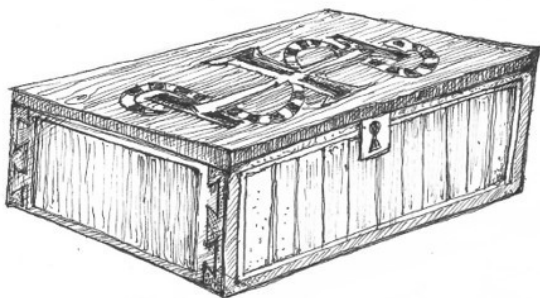
A group of jolly men are sitting around a table. 'Hello, I'm Will. Just arrived, have you?' says one of them. 'Then you won't have heard about the baron's son, Emeric. Gone missing he has, while out on a hunting trip in the forest. Strange, but at the same time, the men say they saw a huge white boar rampaging through the forest. Odd, eh? Some folks reckon elves were involved.'

Gain the keyword *Hunter*.

One of the others pipes up. 'The baron is beside himself with worry, as you'd expect. What with his men not due back for a day or so, he's not been able to do anything about finding Emeric. If you want, I can show you where Emeric went missing. Better take some iron to deal with those elves! I'm Erik, by the way.'

If you want to take the man up on his offer now, [turn to 238](#).

If not, [turn to 19](#).



277.

'Oh, my apologies, I didn't introduce myself, did I?' answers the ghost. 'My name is Endriom. I used to be - in life, is what I mean - one of the scholars who lived down here. A great expert on fish, would you believe it! People would bring fish from all over the world to study, classify and examine. We used to have a huge pool especially for keeping them in, but of course that's all dried up now. I hang around this place, still busy at work sorting out all the documentation we have.'

If you have asked Endriom two questions, [turn to 86](#).

If not, you can ask him another question.

'What is this place?'; [turn to 13](#).

'Who are Acerac and Jonthane?'; [turn to 144](#).

'Is there any treasure here?'; [turn to 266](#).

278.

The forest creatures are defeated. Their bodies start to decompose rapidly, their woody skin breaking apart and green sap running into the earth. After a few moments, all that is left are the bronze spears that they carried.

Another dark path leads from the clearing, heading further into the forest. If you want to follow this path, [turn to 63](#).

If you want to head back out of the forest, [turn to 200](#).

279.

The gargoyle has instructions, given many years ago by its now deceased master, to knock intruders off the bridge. It flies straight towards you, hoping to slam into you and send you over the side.

The gargoyle has a SPEED of 14 vs your EVASION. If it hits, you suffer (d6, 5) Health Points of damage, and you must then Make a Strength check with a Difficulty Factor of 12.

If you fail, you are knocked off the bridge; [turn to 53](#).

If the gargoyle misses, or you succeed on your Strength check, you remain on the bridge and dash to the south end; [turn to 191](#).

280.



If you have the keyword *Hermit*, [turn to 113](#)

If not and the box above is ticked, [turn to 247](#).

Otherwise, tick the box above and read on.

The farm consists of several fields, one of which is full of sheep, and plain wooden buildings. There is a barn, a stable and the farmhouse itself; all seem to be in reasonable condition. You head for the farmhouse and find a hard looking woman waiting for you at the door.

'My name's Agnes,' she says. 'You can either help us with the wolves or clear off.' Straight to the point, then.

If you want to help Agnes with 'the wolves', [turn to 158](#).

If not, you return to the village; [turn to 203](#).

281.

With much bowing and mutterings of apology, you back off away from the witch. 'Don't let me down again!' she shouts after you before slamming the door shut. You decide you had better vacate the area before you make her even more cross and head back to the village.

[Turn to 203.](#)

282.

'Well look what I have here,' you say, and produce the feather (cross it off your Character Sheet) and hand it over to him. The old man's eyes light up.

'Well that is marvellous,' says the old man, taking the feather and sticking it into his hat. He turns the hat over in his hands and admires it for a moment. 'Let me get you something in return,' he says and goes into his shack.

When he comes out, he is holding a single arrow, which he hands over to you. It is lightweight, but sturdy; the silver tip is remarkably sharp and the fletching pure white.

'Never misses,' says the old man, 'but I don't think I'll be using it anymore.' The arrow is actually a **+3 magical arrow** (d6+3, 7).

You thank the old man and bid him farewell. Taking your leave of the old hunter, you make your way back down the rocks.

[Turn to 211.](#)

283.

You undulate across the floor and reach the box in the corner. Examining the contents, you find a thick glove and some glass jars; one of the jars contains a viscous clear liquid.

You conclude that the hag kept the snake down here to milk it for its poison, which she stored in these jars. However, in your present state, there is nothing you can do, so you return to the cellar passage.

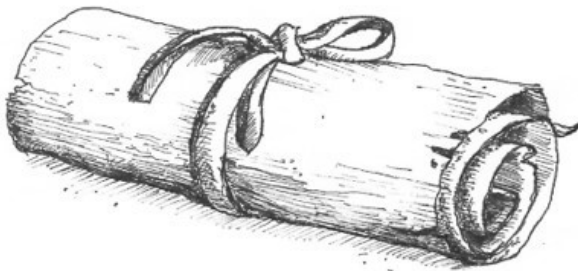
[Turn to 10.](#)

284.

The red liquid doesn't taste particularly bad, but as soon as you have swallowed it, you are wracked with pain. You have drunk a strong poisonous concoction.

Roll 4d6. If the total is greater than your Strength, you lose 4d6 Health Points. If you roll equal to or less than your Strength, you still lose 2d6 Health Points.

Bearing in mind that it might not be a good idea to drink liquids found in a witch's hut, you return to the hallway. [Turn to 35.](#)



285.

The nightshades level their spears at you. Fight them both at the same time:

Nightshade (2) (2nd Rank) Attack 14, Spear (2d4, 4) AF 2 Defence 6
Movement 10m (20m) Magical Defence 4 Evasion 4 Health Points 11 each
Stealth 16 Reflexes 10 Perception 7 (elfsight)

In the first Combat Round, one of the nightshades will cast Tangleroots (DW page 81), with a SPEED of 14 vs your EVASION. If you fail to leap clear, you are caught and must spend 2d4 Combat Rounds freeing yourself, during which time you cannot attack. If you have a Strength of 16 or greater, breaking free takes 1d3 Combat Rounds.

Furthermore, the spears of the nightshades are coated in poison! If you are hit, roll 2d6; if you roll less than or equal to your Strength score, you are unaffected, but if you roll greater, you must deduct one from your Reflexes score. You will regain any lost Reflexes when you return to the village.

If you win, [turn to 278](#).

286.

Exiting the hut, you are glad to be out in the fresh air once more. Circling around to the back of the hut, you see that there are no other paths leading away; the only option is to return the way you came, along the path with the brightly coloured flowers.

If you are in *mist form*, [turn to 264](#).

If not, you follow the path back; [turn to 200](#).

287.

'How dare you throw around such baseless accusations!' says the lych, standing up and now getting noticeably angry. His voice now changes to a deep boom. 'I am not used to such insubordination!'

He spreads his arms and crackles of energy arc between his hands. It looks like you have a fight on your hands.

[Turn to 68.](#)

288.

The room where you encountered the spectre is in as much disarray as when you left it, and there is nothing else worth taking. You return to the hallway.

[Turn to 289.](#)

289.

You are at the corner of two vaulted hallways which head north and east. To the north the hallway ends after a few metres. Along the northern section of the hallway there are three wooden doors, one in each of the north, west and east walls. You can hear no sounds behind any of these doors. To the east, the hallway reaches a junction.

If you want to head east, [turn to 239.](#)

If you want to open the door in the east wall, [turn to 57.](#)

If you want to open the door in the west wall, [turn to 197.](#)

If you want to open the door in the north wall, [turn to 140.](#)

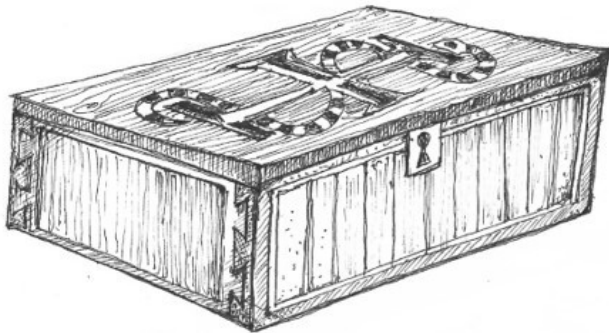
Remove the **Hair of Saint Hilda** from your Character Sheet.

Edward is overjoyed. 'Oh, you found it,' he says as he takes the box from you. He strokes the box gently before opening it reverently and looking inside. 'This is just wonderful! God be praised. And you as well of course, for doing such a fine thing for us,' he adds, looking at you.

'But of course, you mustn't go unrewarded.' Edward pushes aside some straw and removes a section of the wall near the floor. He reaches into the hole and brings out a purse containing, as promised, 100 florins. Note this on your Character Sheet. 'Thank you again my friend, and may blessings be upon you.'

You have in fact been blessed; the blessing allows you to re-roll one die roll, after which it is used up.

You thank Edward for the reward and bid farewell. [Turn to 203.](#)



291.

The path you follow is narrow. In the gloaming, brambles and hawthornes catch your feet, making you stumble. The gentle breeze starts to whip around you more ferociously, bringing tears to your eyes. And then a voice booms out around you; 'I am feared in field and town!'.

You feel decidedly queasy and fall to your knees, retching. Deduct two Health Points. You have also been cursed; for the next three dice rolls that you make, you must adjust them by two so that they are less favourable (for example, by adding two to your Hit Roll or a characteristic test, or deducting two from your Armour Bypass Roll).

The path ahead has closed up, with a hedge of thorny plants blocking your way. There is no way on here, so you stagger back the way you came. [Turn to 200.](#)

292.

The broken stones and rubble is indeed treacherous, and as you are clambering around looking for anything of interest, a loose stone tumbles to the ground, possibly taking you with it.

Make a Reflexes check with a Difficulty Factor of 12

If you succeed, you manage to keep your footing. If you fail, you fall and suffer 1d4 Health Points of damage (reduced by two if you are wearing armour); you also twist your ankle and must deduct one from your Reflexes score. A night's rest will restore the lost Reflexes point.

Your search is mostly fruitless; all you find is 1d6 copper pennies (if you keep returning here, you will find no more than 20 copper pennies in total!). Disgruntled, you return to the courtyard.

[Turn to 154.](#)

293.

The path through the trees is narrow and quite dark with the tree canopy overhead blocking the sunlight. As you proceed, you feel a sticky substance adhering to you, and stopping to examine this you notice a huge cobweb hanging between two trees.

Fortunately you are not enmeshed but it will take a while to free yourself.

Just as you are starting the task, a dark shape hurtles from the trees, carried by its eight hairy legs. Above its chittering mandibles are a set of four red eyes, glinting evilly in the poor light. Looking forward to its next meal, the monster attacks:

***Monstrous Giant Spider (4th Rank)** Attack 16, Bite (d6, 4) AF 2
Defence 3 Movement 15m (20m) Magical Defence 5 Evasion 5 Health
Points 14 Stealth 20 Reflexes 12 Perception 12 (panoptical)*

In any Combat Round, you can either free yourself from the web or attack. Until you are free, you suffer a penalty of 2 to your ATTACK and 1 to your DEFENCE.

If the spider wounds you, roll 3d6; if the total is higher than your Strength score, the spider's poison has paralyzed you and you can do nothing as the spider eats you alive.

If you win, [turn to 141](#).

294.

Amongst the clothing and packs of the dead bodies, you salvage the following: 38 florins, 3 gold crowns, a small **ruby** worth 45 florins and a **silver tipped spear** (2d4, 4).

Once you have finished, you return to the centre of the chasm; [turn to 85](#).

While you are pondering on where to go next, you hear a shout and turn around to see a rangy, weather-beaten man. He is wearing a thick leather coat and carries a bow over his shoulder. His long blonde hair blows about in the breeze.

'Ho there stranger!' he calls. 'My name is Will. May we talk?'

You indicate for the man to continue, whilst keeping a close eye on his bow.

'I saw you defeat that monstrous bird women in the castle,' says Will, 'and I thought to myself, there's someone who can handle themselves. So I decided to come and introduce myself.'

Slightly concerned that he has been spying on you, you ask him what he wants.

'I propose an alliance,' he says. 'The lower dungeon under the castle is of great interest to me. Apparently there is a collection of stuffed monsters from the northernmost part of the world I'd like to see. You've not gained access, I take it? But I know how to open the doors that lead into that area. Maybe we could explore together. What do you think?'

If you want to go with Will now to explore the lower dungeons, [turn to 37](#).

If you want to tell Will you will think about it, [turn to 182](#).



296.

Resolve your fight against the giant reptile:

Giant Adder (4th Rank) Attack 13, Bite (d6, 3) AF 0 Defence 5
Movement 15m Magical Defence 1 Evasion 2 Health Points 14 Stealth
18 Reflexes 12 Perception 9 (normal)

If you are wounded, roll 4d6. If the total is greater than your Strength score, the snake's poison courses through your veins and kills you. If you roll equal to or lower than your Strength score, you still lose 2d6 Health Points.

If you win, [turn to 265](#).

297.

The men have heard tales of Gorm's adventures but none of them seem keen to take part in any themselves. The promise of payment does nothing to encourage them. [Turn to 19](#).

298.

You arrive back at the cave which opens out onto the ledge on the cliff side. The daylight is bright compared to being inside the tunnels and you have to squint to see outside.

If you want to take the northern tunnel, [turn to 103](#).

If you want to take the southern tunnel, [turn to 133](#).

If you want to leave the cave and head back down into the pass, [turn to 135](#).

299.

Despite a thorough search behind the rock formations and poking around in the cracks in the walls, you find no treasure or any other ways through the cavern.

If you want to dive into the river to see where it goes, [turn to 173](#).

If you want to head back west to the hallway, [turn to 239](#).

300.

The blacksmith, whose name is Harold, is a huge bearded man, hammering away at an anvil. Even in his thick protective clothing, he seems unaffected by the heat from the forge. Hung around the forge are several metal items, including farming equipment and some items you may be interested in.

Harold has the following for sale:

Shield 30F

Dagger 7F

Sword 30F

Arrows 3F for six

Axe (d6, 5) 12F

If you have a **Serpent Ring** and the keyword *Hanging*, [turn to 188](#).

If you have a **Damaged Silver Hauberk** and want to ask if the blacksmith can repair it, [turn to 58](#).

If you want to ask the blacksmith if he has heard any rumours of interest, [turn to 241](#).

When you are finished here, [turn to 203](#).

301.

You toss a coin down the well and after a few seconds here a distant splash. Whatever you wish for doesn't become obviously apparent. Maybe it is just an old well.

If you want to climb down the well, [turn to 147](#).

Otherwise, there is nothing else to do here; [turn to 154](#).

302.

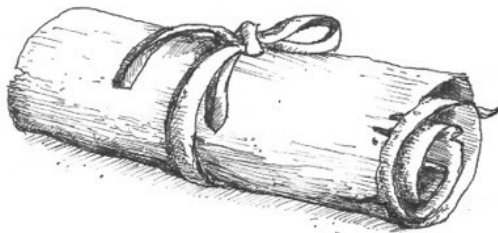
You descend the cellar steps carefully, avoiding the broken steps. Once safely at the bottom of the stairs, you look around once more.

The cellar is a narrow corridor, two metres long and dug out of the surrounding dark earth. There is a damp, mouldy smell down here, and pools of water on the floor. On either side of the corridor are wooden doors.

If you want to open the door to the right, [turn to 78](#).

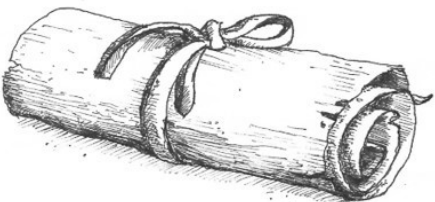
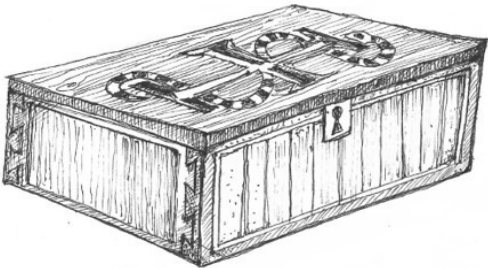
If you want to open the door to the left, [turn to 206](#) if you have the keyword *Haemorrhage*, or [turn to 43](#) if you do not.

If you want to leave the cellar, you can climb back up the steps and through the trapdoor; [turn to 35](#).



You can record keywords and ticked checkboxes here.

- ☐ Habitat
- ☐ Haemorrhage
- ☐ Haggle
- ☐ Hallway
- ☐ Handle
- ☐ Hanging
- ☐ Harmony
- ☐ Harpy
- ☐ Hermit
- ☐ Hideout
- ☐ Hollow
- ☐ Hunter



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57	<input type="checkbox"/>	135	<input type="checkbox"/>	206	<input type="checkbox"/>
64	<input type="checkbox"/>	142	<input type="checkbox"/>	234	<input type="checkbox"/>
65	<input type="checkbox"/>	150	<input type="checkbox"/>	241	<input type="checkbox"/>
66	<input type="checkbox"/>	154	<input type="checkbox"/>	250	<input type="checkbox"/>
81	<input type="checkbox"/>	157	<input type="checkbox"/>	254	<input type="checkbox"/>
106	<input type="checkbox"/>	160	<input type="checkbox"/>	261	<input type="checkbox"/>
113	<input type="checkbox"/>	162	<input type="checkbox"/>	263	<input type="checkbox"/> <input type="checkbox"/>
114	<input type="checkbox"/>	164	<input type="checkbox"/>	280	<input type="checkbox"/>

Explore a land of cobwebbed forests and haunted castles. Recover a stolen relic, delve into ancient underworlds, solve the mystery of the white boar and encounter fey creatures — the choice is yours!

HUNT ON THE BORDERLANDS

